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JUDGE DREDD
The Game in the Making

# JUDGE DREDD

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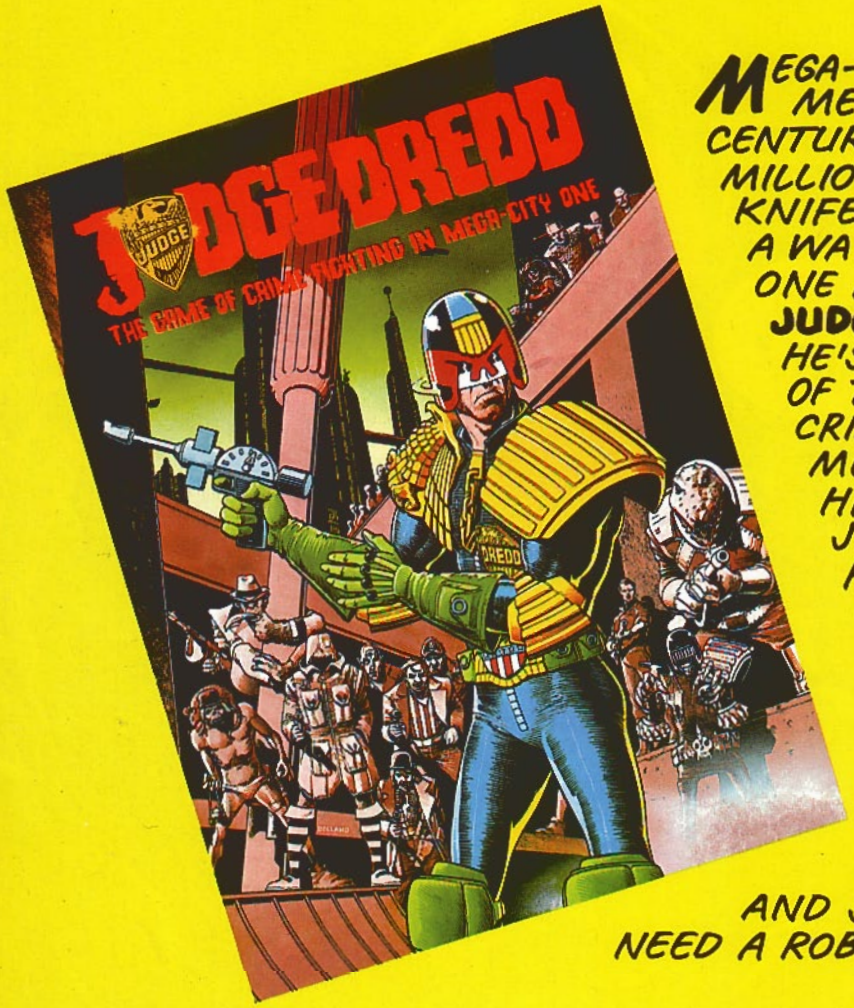


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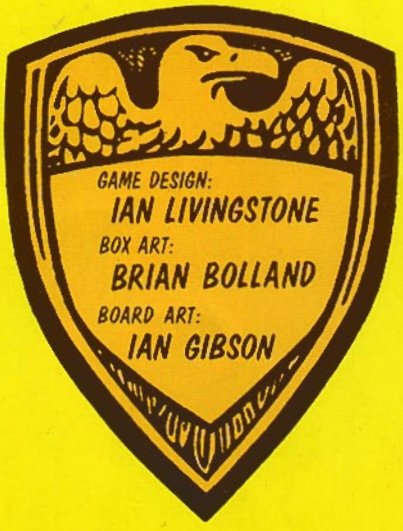


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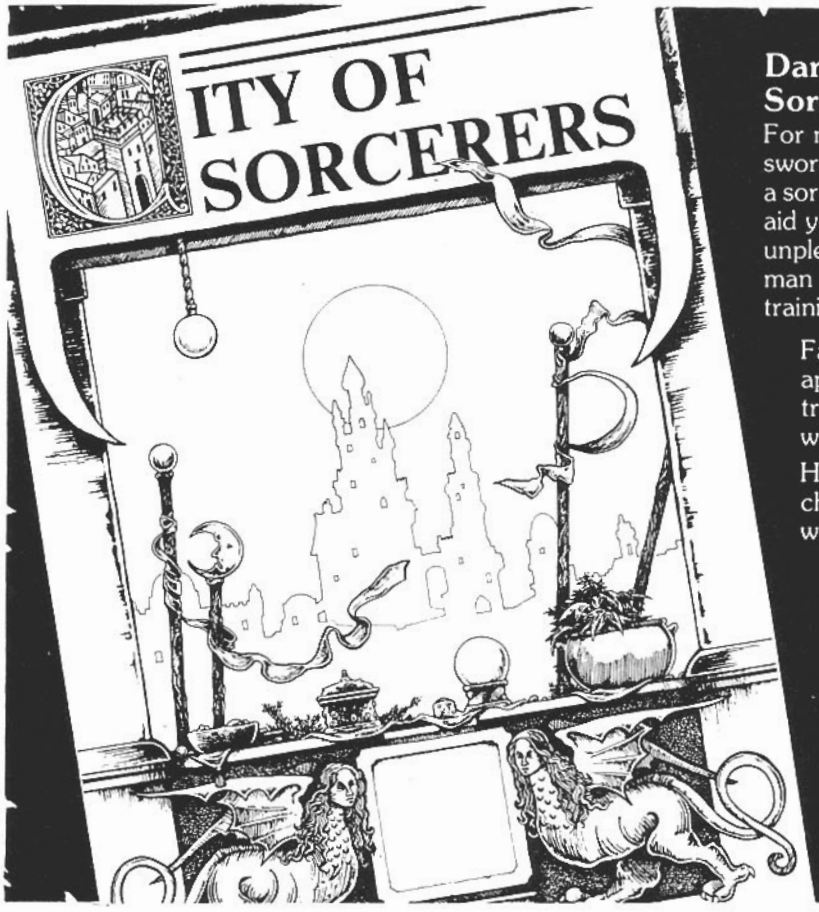


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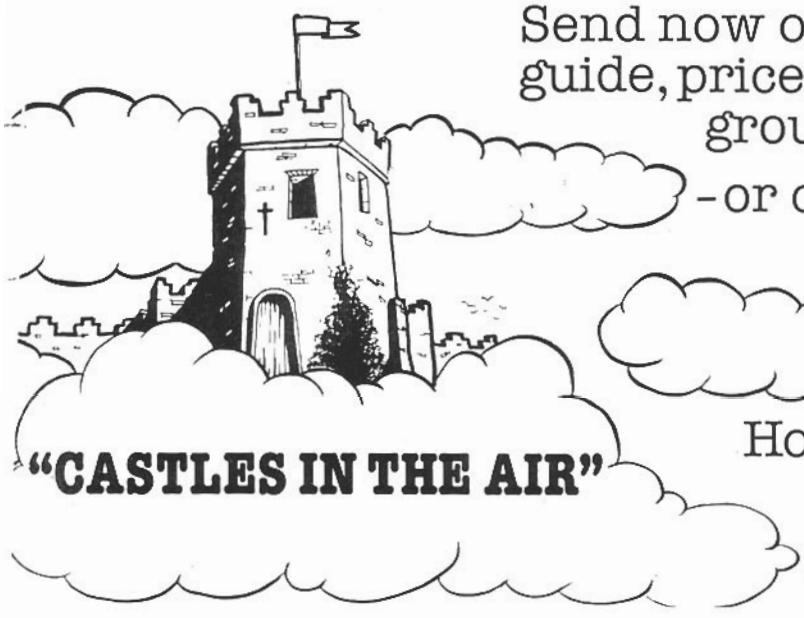


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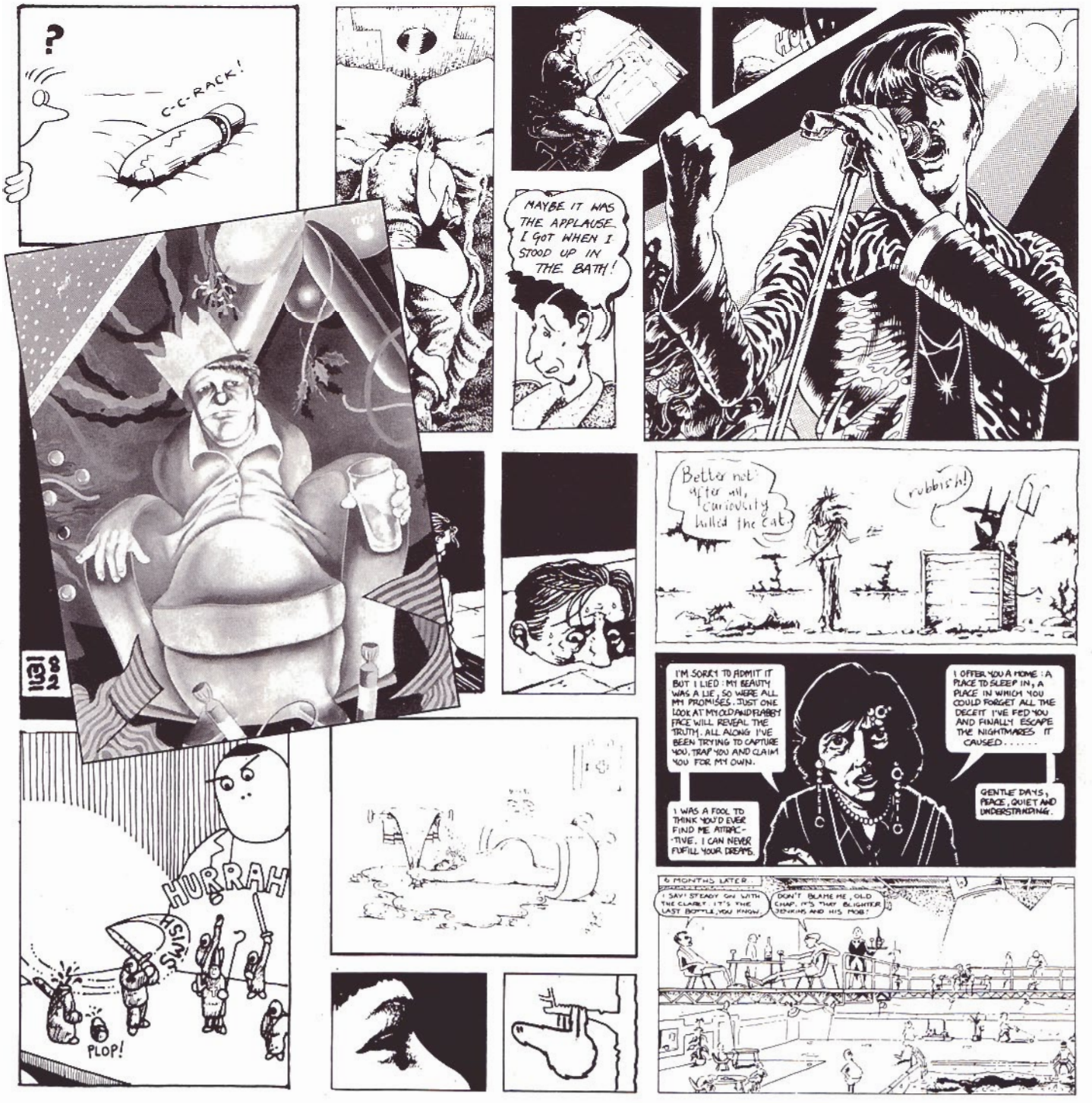


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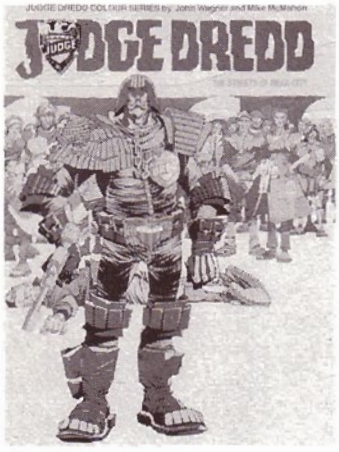


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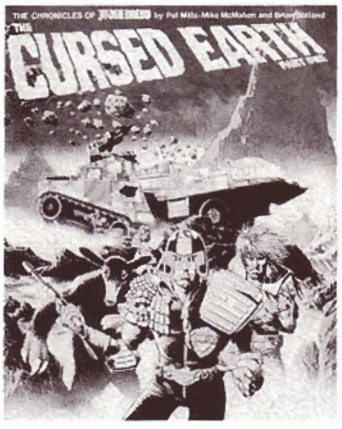


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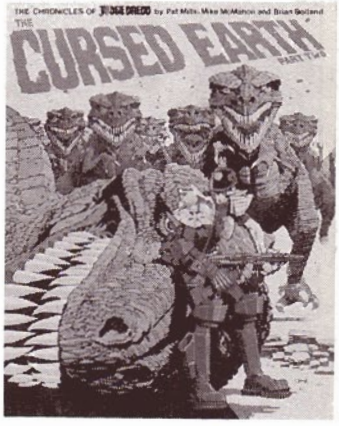


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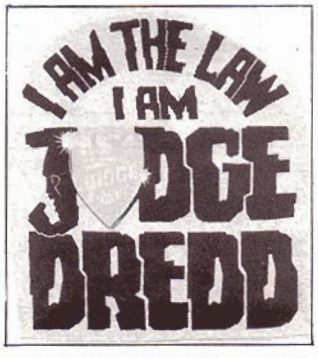


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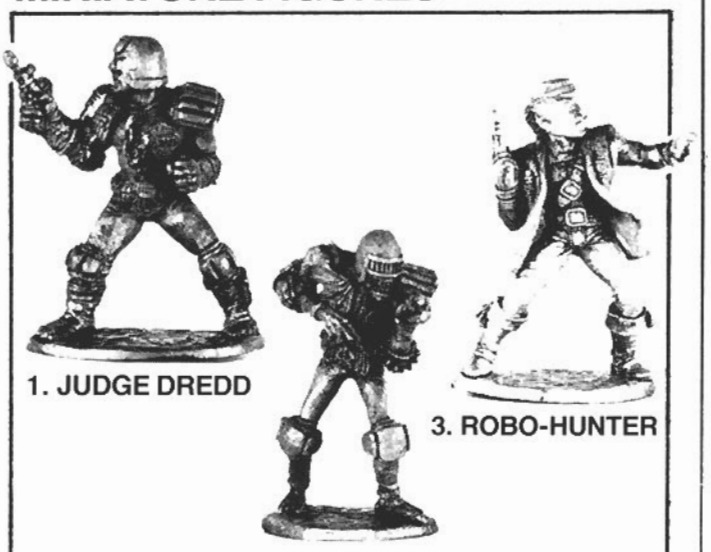

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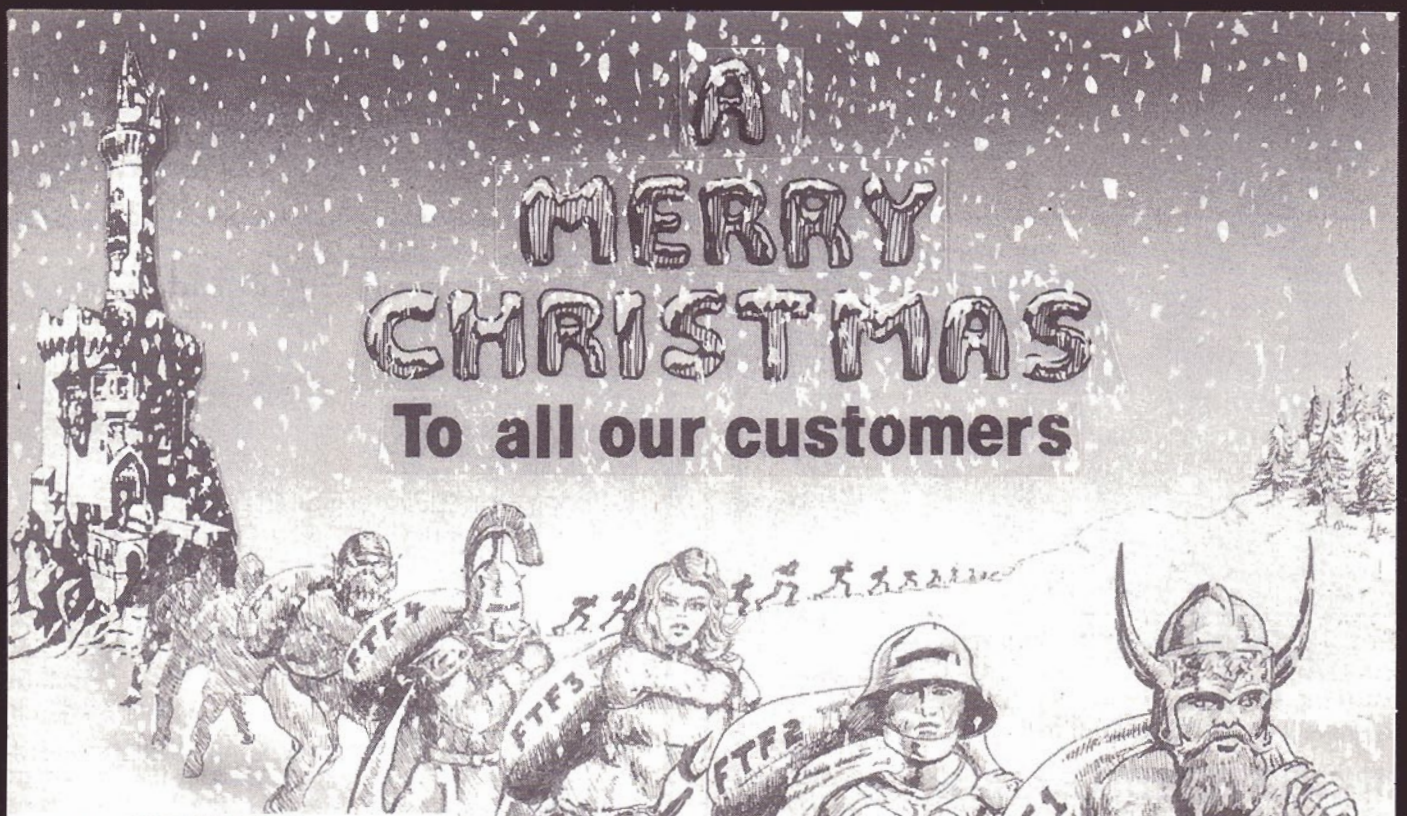


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# WHITE DWARF

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Seasonal greetings from Mega-City One. . In case anybody hadn't realised the cover of *White Dwarf* is graced by Judge Dredd painted by Brian Bolland. Using comic-style art for *White Dwarf* is a revolutionary step although plans are now in operation that will result in quite a few changes in the magazine's style and content.

Having analysed all the recent Feedback information, it is quite clear that everybody would be quite happy to see a few game-related additions in *White Dwarf* on condition that the editorial content did not suffer. Early in the new year we will be adding book and film reviews, fiction, a cartoon strip and boardgame features to a new-look magazine.

Keep your scanners tuned for details and in the meantime have splundig Christmas Earthlets.

Ian Livingstone

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**Contributions:** The editor will be pleased to consider any previously unpublished articles or artwork for inclusion in *White Dwarf*. Contributions should be typed, double-spaced on one side of the paper only.

In 1977 the British press giant *IPC* launched a new title on to the science fiction comic market previously dominated by *Marvel* and *DC*. *2000AD* was born and its immediate success was attributed to one key character — *Judge Dredd*. Strangely enough, *Judge Dredd* missed issue 1 of *2000AD* and appeared at the back of issue 2.

He was conceived by Pat Mills and developed by John Wagner who had been working on an idea for a story about a lawman of the future who would be a judge, jury and executioner rolled into one. John Wagner would then go on to write most of *Judge Dredd's* exploits in the 22nd century around Mega-City One, vast post-holocaust connurbation which covers most of America's eastern seaboard. A Spanish artist named Carlos Ezquerra was brought in to visualise Dredd and draw the first episode. Ezquerra is currently illustrating Dredd for *2000AD*, but it was the combined talents of Brian Bolland, Mike McMahon and Ron Smith who really brought Dredd to life artistically.

*Judge Dredd*, for the uninitiated resembles a cross between *'Dirty' Harry Callahan* and *Mad Max*. He's a loner and he's tough. Everybody in Mega-City One is a potential criminal in the eyes of Judge Dredd. Whether it's littering or murder, no-one escapes his justice.

Over the years, strange events and characters have appeared in Mega-City One. Some have been amusing and others satirical of people and events of the 1980's. The story's constant development, humour and social comment has been central to *Judge Dredd's* appeal and the main reason for his cult following.

Most of the perps (criminals) have some bizarre trait. Don Uggie Apelino and his henchmen were a gang of speaking apes; Judge Death came from Deathworld in another dimension to destroy all life; Rex Peters transformed into a fearsome man-beast with a lust for blood; Kleggs were alien mercenaries; and The Angel Gang were just natural born killers.

The buildings of Mega-City One were equally strange. The Ugly Clinic owned by Otto Sump was opened to start a city-wide craze for ugliness and sold products like Flabbon, Wart-On, Scum and Fuzz. Devil's Island was a huge traffic island which became a prison for lawbreakers. The Palais de Boing was the only official place in the city where people could encase themselves in a protective bubble of Boing to bounce safely from great heights. The Dream Palace was the ultimate pleasure centre where, for a small fee, any desired dream could be experienced. The Aggro Dome opened its doors to paying customers wanting to work out their pent-up aggression.

Then there were the crimes that were committed in Mega-City One. Besides the usual muggings, kidnappings and murders, there were others more relevant to the life and times of the city. Stookie Glanding was the illegal factory farming of the alien species Stookie, whose adifax gland prevented aging in humans. Body Sharking was the illegal dealing in the bodies of humans in suspended animation; the bodies used as collateral for cash loans. Perp Running was the transportation of wanted criminals to a place of safety, usually off-planet. Umpty Bagging was the illegal manufacture and sale of Umpty Candy, an addictive sweet for which there is no cure.

The stories progressed through various long-running series as well as single episodes. *Judge Dredd* spent many issues as Judge-Marshal of Luna 1. He then spent twenty-five episodes crossing the hostile wasteland of the Cursed Earth to take plague vaccine to Mega-City Two. Then followed the tyrannical rule of Mega-City

# JUDGE DREDD

## The Game in the Making

by Ian Livingstone

© *Judge Dredd* copyright *IPC Magazines Ltd.*

One by Judge Cal who governed by fear aided by alien mercenaries. Recently, Mega-City One has been locked in the Apocalypse War with East-Meg One of the Sov Bloc. With the war finally won (thanks for you-know-who) Mega-City One is currently being rebuilt and life is returning to as normal as such a city can ever be.

Being a Dredd fan myself, the thought crossed my mind that Dredd would make an ideal subject for a game, but how? Should it be a role-playing game or a board game? Both were ideal, but I decided on a board game to be followed (next year) by an RPG supplement. But Mega-City One is BIG, yet most of the events and buildings appeared to take place in and around New York City, particularly Manhattan Island. Another problem was that most of the interesting criminals had been killed off in the comic. And should the game concern events pre or post Apocalypse War? This was a job for artistic licence!

I decided that Mega-City One would, as far as the game was concerned, be restricted to New York City and divided into sectors, each named by a well-known building. All the notorious criminals would be featured and the time would be set prior to the Apocalypse War.

The research began with reading through over 200 episodes of *Judge Dredd* (not an unpleasant task) to extract crimes, criminals, events and geographical locations. No map of Mega-City One existed and so I had to locate the buildings in the city going on the few snippets of information found in the comic strip. Having decided on the lay-out of Mega-City One I started to work on ideas for an objective for the game, a combat system and complexity level. The one ingredient that I thought was essential to the game was humour. The *Judge Dredd* comic strip is very funny and there had to be a way of bringing the humour into the game. I decided that cards were the only answer, as their various interactions would result in amusing situations. The cards evolved during early play-tests, and players began to speak 'Dreddese' during the game.

The object of the game is for players, as Judges, to roam the streets of Mega-City One, arresting perps at the scene of their crimes. Six crimes occur at once in various parts of the city which can range from littering to murder. The perp is not revealed until a Judge reaches the scene of the crime. Random placement of crimes and their perpetrators ensures crazy events, eg Judge Death might be caught Driving Too Slow or The Angel Gang might be caught Littering. The game works in two phases: *movement*, during which Judges move to the scenes of the crimes, and *arrest*, where Judges use various means of combat equipment to make their arrests. Combat is carried out by adding the value of the crime and perp to a d6 die roll and comparing it with a Judge's combat value plus combat cards added to a d6 die roll. A Judge either makes the arrest or goes to Justice Hospital in bloody defeat. The winner is the player with the most points after all possible perps have been arrested.

All the tactics (and humour) derive from the Action Cards. There are six basic types of cards: Combat, Tip Off, Robodoc, Special, Movement and Barney. Cards can be played either to assist a player or hinder other players, eg a player is excited because he has arrested *Judge Death* for *Murder*, a total of 16 points. However, another player quietly lays down the 'Parsey' card with the resulting anguish.

Once a player is familiar with the pack of Action Cards, various strategies may be planned ahead. It will soon be found that cards can be used in a variety of ways, eg 'Barney' yourself to a location and 'Tip Off' a nearby perp onto the same location to make an arrest yourself or 'Barney' another Judge to that location and 'Tip Off' a perp who you feel will beat that Judge on to the same location.

Once the game reached final play-test, the monumental task of artwork began. The most popular artist ever connected with *Dredd* is undoubtedly Brian Bolland, and he, despite his other major committments, very kindly agreed to paint the box art. Ian Gibson, *2000AD's* Robo-Hunter illustrator also agreed to paint the complicated board. The cards were then designed using original artwork from the *Dredd* comic strip itself. The overall production programme was masterminded by Albie Fiore. As background information for people unfamiliar with *Dredd*, it was decided to include *Jack Caldwell's Old Fashioned Umpty Candy Album* in the game. This is meant to resemble a cigarette type card album and give illustrated descriptions of all the crimes, perps and buildings of Mega-City One featured in the game. It was certainly a nice little extra to the game.

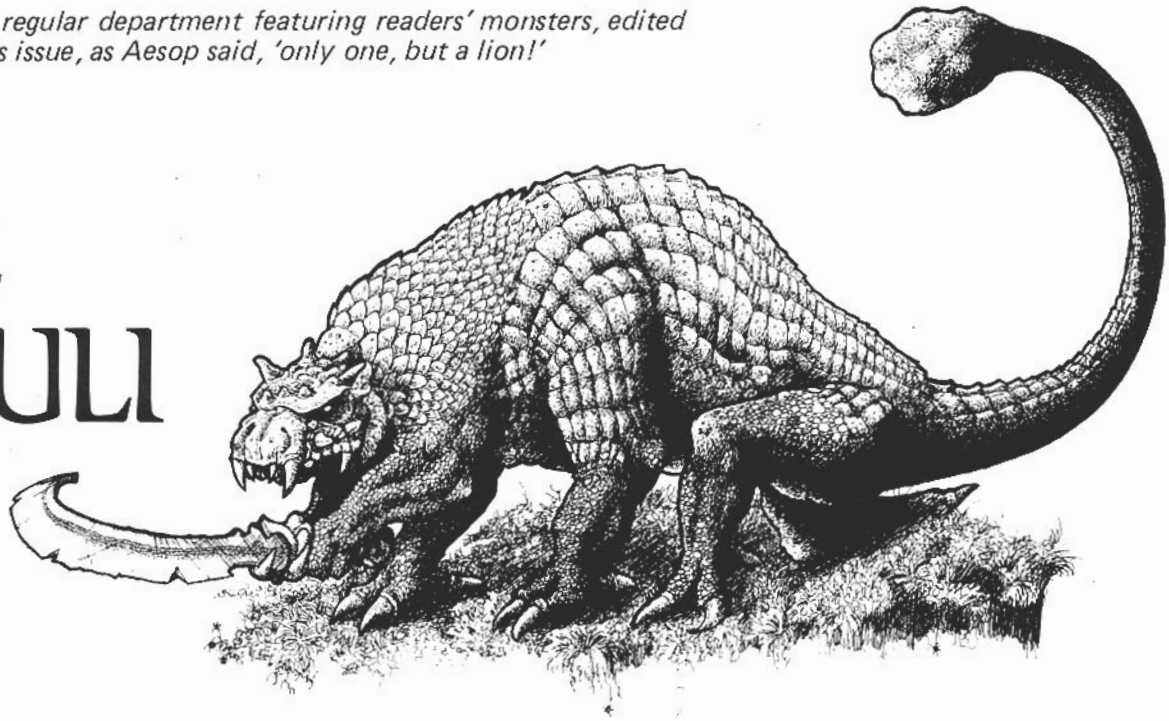
The game itself took nearly two years to complete. It evolved with the comic and was finally released at *Games Day '82* on 25th September. I hope people think it was worth the effort.

*See page 31 for details of the* Judge Dredd *competition!!!*

Fiend Factory *is a regular department featuring readers' monsters, edited by Albie Fiore. This issue, as Aesop said, 'only one, but a lion!'*

# THE LOCULI

by Eric Hall



**No Appearing:** 1–12 (9–38 in lair)
**Armour Class:** Varies
**Movement:** 9"–15"
**Hit Dice:** 4d8+1 and up
**Treasure:** See below; migrants Q,T,S
**Attack:** 2 claws, bite and tail lash; or by weapon type, bite and tail lash; or 2 rear claws and tail lash. Damage varies.
**Alignment:** Lawful neutral
**Intelligence:** Average and above
**Psionic Ability:** See below

These rare creatures, known by mountain tribes as the 'tail-killers', are intelligent reptilian creatures which dwell deep in the earth, particularly in volcanic regions.

They have a well-developed community structure, often a group holding will have specially delved caverns for the young and each member will have its own lava pool. The entire complex is controlled by the eldest whether male or female, and these use their psionic powers to protect the community while the elder, middle aged, and young do the fighting. They are seclusive, and only journey from their homes in migrant groups when the community has outgrown its present complex. In such cases the community is halved – one half remains, the other leaves for new caverns.

They are good delvers and have been known to attack dwarf mines and gnome stores. They are tolerant of humans and half-orcs and may be friendly with elves and halflings, selling them magic items which the loculi themselves are unable to use quite cheaply. However, they view all who associate with dwarfs and gnomes as evilly as they regard these two races themselves.

Their complex will have many passages which are rough-hewn and travel directly to the laval caverns, bending only to avoid intrusions of resistant rock. The passages often contain narrow rock bridges across chasms which the loculi can cross easily due to their six-limbed nature.

As a community, they are lawful neutral but individuals may differ by one point.

A typical group comprises 6–24 young; 2–10 middle-aged; and 1–4 ancients. Migrant groups usually consist of 3–12 young; 2–5 middle; and 1–2 ancients. If only one ancient is indicated, it will be male. All other ancients and two thirds of the middle-aged will be females. Very rarely, there will be one extremely ancient female known as the Grand-Mother.

They are large creatures with good hearing, their azure ears being centrally placed. Their small red eyes provide them with no better than poor eyesight, but it

**INDIVIDUAL STATISTICS DETERMINATION TABLE**

| *% Die Roll** | *Age (years)* | *Age Group* | *Hit Dice* | *Height (to shoulder)* | *AC* | *Move* | *Intelligence* | *Magic Resistance* | *Languages* | *Sleeping* |
|---|---|---|---|---|---|---|---|---|---|---|
| 1–10 | 1–20 | Y (1) | 1d8+2 | 0' 6" | 7/9 | 9" | Low (7) | Standard | None | 50% |
| 11–25 | 21–50 | Y (2) | 2d8 | 1' 6" | 5/8 | 10" | Average (8) | Standard | Loculi | 62% |
| 26–37 | 51–120 | Y (3) | 2d8+4 | 2' 6" | 4/7 | 12" | Average (9) | Standard | None | 48% |
| 38–50 | 121–185 | Y (4) | 3d8+3 | 3' 6" | 3/6 | 14" | Average (10) | 1% | Common | 34% |
| 51–68 | 186–250 | Y (5) | 4d8+1 | 4' 0" | 3/6 | 15" | Very (11) | 2% | Lizard Man | 26% |
| 69–77 | 251–321 | M (6) | 5d8+2 | 4' 8" | 3/5 | 15" | Very (11) | 7% | Dwarf | 19% |
| 78–85 | 322–387 | M (7) | 6d8+3 | 5' 4" | 2/5 | 15" | Very (12) | 10% | Gnome | 27% |
| 86–91 | 388–426 | M (8) | 7d8+4 | 6' 0" | 2/4 | 13" | Highly (13) | 15% | Elf | 38% |
| 92–96 | 427–510 | A (9) | 8d8+6 | 6' 8" | 2/4 | 11" | Highly (13) | 20% | Halfling | 45% |
| 97–99 | 511–800+ | A (10) | 9d8+8 | 7' 4" | 1/3 | 10" | Highly (14) | 25% | Burrowers** | 50% |
| 100 | Unknown | GM (11) | 12d8+10 | 10' 0" | 0/2 | 9" | Exceptional (16) | 50% | All*** | 75% |

**Notes:**

* Each loculi has a ½ psionic strength point for each percentile point in the determination roll.

** Burrowers are those that delve rock (eg umber hulks) not those that delve earth (eg badgers). Communication is by semi-telepathic empathy of great range but no actual sounds would be heard.

*** This is by improved telepathic means and allows empathy for creatures without intelligence and *suggestion* with saving throws at +3.

*Armour Class* is presented in the form head, tail and limbs/underside. Females have the AC of the age group below their own. *Languages* are cumulative. The first indication shows rudimentary knowledge only. Ability increases with age.

is rumoured that the greatest of the loculi no longer uses ordinary senses, but relies purely upon psionic means. The loculi themselves believe that she bathes in 'the Great Fire at the Centre of the Earth', and that she was the product of a conjunction between an Elemental Prince of Earth and a Princess of Fire.

The underside is pink in males and sepia for females. Both sexes have dark brown legs and tail while the upper hide is of tough, light-brown scales which grow from head to tail. The scales are as effective as banded armour when made into cloaks and the hides are prized by dwarfs and gnomes to make ceremonial robes. This upper hide is heavy and bulky, weighing 3lbs for every hit dice of the animal. Dwarf/gnomes will pay 1000–4000gp for a skin, depending on the size and quality.

They move on four taloned feet but also have a pair of arms terminating in wicked claws which are supple enough to grasp most weapons under 6' in length that have a long haft. (The chance of one using a weapon is shown on the *Damage Determination Table*.) They attack frontally with their two front claws and a bite or by weapon type and a bite. To the rear, they can deliver a raking attack with each of their two rear feet. To do this they rear onto their arms and forelegs, thus precluding a frontal attack that round. In addition to the front or rear attack they can also lash with their tail which is long, boney and ends with a solid mass of bone in the male and a bone encased, web producing gland in the female. The tail can be swung in an arc of 10'–15' radius. (Damage from the attacks varies and is shown on the *Damage Determination Table*.) Captured individuals have frequently been known to kill themselves with their tail to avoid the slow death from cold which they particularly fear.

Although they gratefully eat animal flesh whenever they can, favouring dwarf and gnome in particular, they have a peculiar skin pigmentation on their underside which can convert the high temperatures of their homes into energy so that they need neither food nor water. In their lair, they will often be found 'feeding on the heat', as it is known. They 'bathe' suspended from in a net made by the female from the gland in her tail. When a loculi has been 'feeding' for more than 6 turns, it is able to act at double speed, as if *hasted*, for 2 melee rounds. Loculi are also impervious to heat attacks, 1 hit point of damage being recovered for every 3 that would normally have been caused.

The females' nets are also used to defend the community, having the effect of blocking passageways and are as a treble strength *web*, but without the adhesive or suffocation properties.

Middle-aged and ancients save as double level magic users against mental attacks (ie, those involving wisdom – see *Player's Handbook*). Cold attacks inflict normal damage except when they strike the vulnerable underside, in which case they do double damage and the creature hit is *slowed*. This will cause the loculi to flee to the communal leader's cavern to recover while the leader will attempt to baffle and lead the attackers astray. They are well equipped to do this. For every percentile point rolled for original age determination, the loculi will have a ½ psionic strength point. They are unable to attack psionically but when attacked psionically are considered to have a Thought Shield at no strength point cost. Middle-aged females verging on ancient (age group 8) and all ancients have psionic abilities and spells determined from the *Ancient Psionic Ability Table*. The Grand-Mother automatically has the maximum abilities and spells.

If any usable magic items are owned by a community, they will be held by the middle and ancients, and most certainly used in combat, etc. Loculi cannot always speak magic, but usually (70%) can. Scrolls will only be held by those that can speak magic. Middle-aged and ancient loculi are 50% likely to have 1–4 scrolls pertaining to magic users and illusionists; ancients are also 60% likely to have 2–5 potions.

The main treasure is usually kept in a lava bath and consists of gems found during the excavation of new laval basins. Hence the amount is dependent on the rock type of the complex. The treasure is usually: 1 (gems only); Q (x3); S (jewels only); and magic items not usable by the loculi or other community members (eg, *Girdle of Giant Strength; +2 Spear*, etc) On average there are 1–3 such items depending on the size of the community, number of invading adventurers killed, etc.

Migrant groups will have only I and G and no non-usable magic items, which will have been left in the former complex. Gems will be half normal value as they will be uncut.

Loculi are often found with lava children and/or xorn (*Fiend Folio*). They freely feed xorn upon any metal or money found including rock lodes. Loculi often dig mines from their complex to find metal ores to hire xorn. When under sustained or persistent attacks, the elder of the complex will summon xorn to aid with the fight. When first attacked there will be only 1–2 xorn (10%) close by. Each loculi above age group 7 can summon 1 xorn per day and loculi can pay well. There is a 75% chance of an associated lava child dwelling, having 1 lava child for every 2 loculi. ■

**DAMAGE DETERMINATION TABLE**

*(Females fight as though of the age group below their own and as a creature of that age group's hit dice. They can only do a maximum of 8 points damage with their tail.)*

| *Age Group* | *Claw* | *Bite* | *Weapon Damage* | *Rake* | *Tail* | *% with Weapon* | *% of Magic Weapons* |
|---|---|---|---|---|---|---|---|
| 1 | ½d6+1 | 1d4 | Normal (N) | 1d6 | 1d4+1 | 0 | 0 |
| 2 | 1d6 | 1d6 | Normal (N) | 2d4 | 1d6+2 | 2 | 0 |
| 3 | 1d8 | 2d4 | N+1 | 2d4+1 | 2d4+1 | 4 | 1 |
| 4 | 2d4 | 2d4+1 | N+1 | 1d10+1 | 1d10+1 | 7 | 2 |
| 5 | 2d4+1 | 1d10+1 | N+1 | 2d6 | 2d6 | 11 | 4 |
| 6 | 1d10+1 | 2d6 | N+2 | 2d6+1 | 2d6+2 | 15 | 7 |
| 7 | 2d6 | 3d4 | N+2 | 2d6+2 | 2d6+3 | 20 | 10 |
| 8 | 3d4 | 3d4+1 | N+3 | 2d6+1 | 5d4 | 29 | 15 |
| 9 | 3d4+1 | 3d6 | N+4 | 2d6 | 6d4 | 44 | 20 |
| 10 | 3d4+2 | 2d10 | N+5 | n/a* | 2D12+2 | 62 | 25 |
| 11 | 6d4 | 3d12 | N+6 | n/a | 5d6 | 95 | 50 |

**Notes:**

* Back rake pecomes impossible due to the size of the more ancient loculi.

*Weapon Damage:* Determine weapon type randomly from list in *Player's Handbook*, remembering restrictions due to claws.

*% of Magic Weapons:* This is the % of weapons that are magical (eg, at age group 7, 20% of loculi will use weapons, of this 20%, 10% are magical). Determine magical character from lists in the *Dungeon Masters Guide*.

**ANCIENT PSIONIC ABILITY AND SPELL TABLE**

*(Abilities are performed at the level of the creature's age group, females perform at the level above their own.)*

| *% Die Roll* | *No of Abilities* | *No/level of Spells* | *1st* | *2nd* | *3rd* |
|---|---|---|---|---|---|
| 1–15 | 1 | 3/ | 2 | 1 | 0 |
| 16–35 | 2 | 3/ | 1 | 2 | 0 |
| 36–70 | 3 | 4/ | 2 | 2 | 0 |
| 71–85 | 3 | 5/ | 2 | 2 | 1 |
| 86–98 | 3 | 6/ | 2 | 2 | 2 |
| 99–100 | 4 | 7/ | 3 | 2 | 2 |

**Abilities:**

Cell Adjustment; Detect Good/Evil; Detect Magic; ESP; Body Control; Mass Domination; Telepathic Projection; Energy Control.

**Spells:**

**1st:** *hypnotism; dancing lights; phantasmal force; wall of fog; darkness; blur; light (30' r); colour spray; hold portal*; message*.*

**2nd:** *blindness (10' range); deafness (10' range); fog; cloud; hypnotic pattern; misdirection; ventriloquism; improved phantasmal force; paralyzation; fool's gold*.*

**3rd:** *confusion; continual darkness; continual light; hallucinatory terrain; non-detection (doors, etc); spectral force; suggestion; minor creation; major creation; hold person*.*

** magic user spell.*

# An Introduction to Traveller

## PART 1: PLAYERS AND CHARACTERS

BY ANDY SLACK

*Traveller* is a game in which each player takes the role of a single adventurer in a science fiction setting. This 'character' has certain skills and characteristics predetermined by dice and decisions taken by the player creating him, representing prior experience. He then, in the company of a group of heroes and heroines controlled by other players, sets out to achieve his goals by acquiring money and power. The game referee describes to the players the beings and environments their characters encounter, and based on their descriptions of their responses and the rules booklets he adjudicates what happens to the characters.

The game seems to run best with a referee and two to four players, but more are possible. There is no real winner or loser in the conventional sense; the referee's job is to mediate and maintain fair play, and to create and describe the game universe; the players choose their own aims, but regardless of whether they achieve them or not, or whether their aims are conflicting and thus result in competition between characters, the point of the game is to enjoy playing.

There are two terms which should be defined with regard to the game; scenario and campaign. A scenario is a single adventure, spread over one or more gaming sessions, in which the characters strive to attain a given objective. Typically, a powerful character controlled by the referee will approach the player-characters and offer them a reward if they will perform a task or obtain an item for him. The band or party of adventurers then attempts this, and must overcome difficulties to succeed. Success brings a reward, typically money, with which the characters can improve their game lives in whatever way appeals to them.

However, as the players grow attached to their characters, and the referee tries to minimise his own work by retaining common elements from scenario to scenario, a resulting sequence of linked scenarios develop which is referred to as a campaign.

Basically, there are three main ways of getting involved in a game.

First, ask the staff in your local gaming shop if they know of a club or any other players; they may have a notice-board for this very purpose. If not, try asking to put up your own notice.

Second, try the nearest university. Most universities have either a *D&D* or wargames club, frequently with some *Traveller* gamers attached. There are also scattered groups of players unconnected to any club, or connected to SF or fantasy clubs. Watch the notice-boards and the university paper or diary or the students' union handbook. Many secondary schools now have groups of role-playing gamers too, so you may prefer to try them instead.

Third, try the magazines. These often have a small ads page where gamers are trying to get in touch with each other; you may find a fellow player this way, or you may decide to run your own ad. Try asking around among your friends, or at school or work, and sooner or later you will find someone else who plays. Attend a convention and try to find someone there who lives reasonably near to you — Dragonmeet seems to be the best for this.

The last resort is to buy the game and recruit your family and friends. This is not the best way, obviously, as you have to start as the referee, and therefore you don't really know what it's like to be a player; your games may suffer because of that. If you already play another role-playing game, that's good enough. Much experience of playing and refereeing is transferable from game to game.

### Notes to the Player

The referee puts a lot of work into setting the game up, so be nice to him. Don't expect him to know everything or have everything already worked out; if you know better than he in a specific instance, ask him to take that into consideration, but remember always that he has the final word in terms of how the game is played. If you don't like the way he plays, go somewhere else or start your own game.

Bear in mind that the referee may well not be telling you everything that's going on. If he says something that sounds unreasonable, he may be taking something else into account that your character couldn't observe or wouldn't know.

It's not necessary to know the rules to enjoy the game; that's what the referee is for. However, the more you know the better. You should be familiar with the effects and abilities of your skills above all, and secondly with the capabilities of your weapons and equipment. There are two main reasons for this; to know your character's limitations, so that you won't put him needlessly at risk and to know what he *can* do, which may save your game life or give you ideas as to his personality, or goals, and will certainly help you to plan your approach to problems.

You should be familiar with the combat rules, but that comes with practice; you ought to bring or borrow a pair of six-sided dice (d6) as whatever you do, in combat or otherwise, will require d6, usually in pairs (2d6). If in doubt, do whatever you feel would be reasonable for a person in that situation; a good referee will allow such things even in the areas where the rules seem to disallow them. Remember that the rules are not the important thing; they are a tool, a means to an end, a way of ensuring that everyone agrees on what is possible and what the chances of given actions succeeding are.

It is worth learning hexadecimal notation as suggested and keeping them in the standard order of the Universal Personality Profile, firstly because it makes the information instantly accessible to you and secondly because almost everyone else playing does it that way. Then there are skills; note each, with the character's level of expertise. Until you learn your way around it keep notes of what they allow you to do and what modifiers they allow on your dice rolls.

Weapons and armour — the best combination for armour is still cloth armour worn over a suit of reflec. Battle dress or combat armour are better defences, but you may not have the Vacc Suit skill required to operate them, or be able to afford them and in any case they are frequently illegal. Further, think in character; would you *really* go out for a pint at the starport bar dressed like an Imperial Stormtrooper from *Star Wars*? Would you expect to be treated like a normal human being? What about the smell and the sweaty heat inside? Cloth and reflec you can usually pass off as normal outdoor clothing for the wilderness if you have a kind referee. It may be worth buying several different kinds and writing some standing orders on your character record about what you are wearing under which circumstances.

Be organised about your weapons. Take into account the likely law and tech levels you will operate under — ask the referee while equipping yourself what limits these cause. Choose your weapon skills, and your weapons, after thinking carefully about your character's personality, and try to pick ones for which your strength or dexterity give you a bonus as well as the one which will deal the most damage. Three dice of damage is all you need, because if you time it right you will only need one shot or blow that connects to disable an opponent. It is best to pick a longarm such as a rifle, submachinegun or shotgun, a pistol, and a blade weapon of some sort. Favourites vary from player to player — if *Mercenary, Book 4* is available people favour gauss rifles and snub pistols heavily; SMGs and shotguns are often favoured for their high hit probability and usefulness in close-quarter fighting such as board actions; the blade and the cutlass are probably the best blade weapons for the average character.

Once you have the weapons, note down your bonuses or penalties to hit in normal and weakened attacks. Note what type of ammo they have, how much of it there is, how much you use in each attack mode, what damage it does, and what else you can do with them — are there telescopic sights, can it fire grenades, can you use it as a club? Note also your effectiveness in brawling and with clubs, daggers and cudgels, since these are almost always to hand. Being organised saves your time and the referee's, so that you can all get on with the game.

Equipment — if you can afford it, buy tool kits, medical kits and so on for whatever skills you have, eg if your character has Electronics, get him electronic tools. Note down what the tools let you do, what they cost and weigh, and so on. Keep track of

how much weight your character is carrying, and have some idea about which order you'll abandon it in if you need to move fast. If you expect to be travelling in space, get a vacc suit. Even without the skill, it vastly improves your chances of survival.

You must also keep track of your character's finances and his current health. Successful attacks will reduce, temporarily, your character's strength, dexterity and endurance. Leave room to note these reductions, find out about the wounding rules so that you can allocate damage sensibly, and keep track of what state your character is in.

**Characterisation**

First we need to generate the character. There are six characteristics; each is rolled for with 2d6 (invariably written in the *Traveller* rules as 2D since *Traveller* only uses six-siders, and therefore need not specify how many sides there are). What do they mean?

*Strength.* How much physical power you can exert — how much weight you can lift, how hard you can push; things like that. A high strength allows you to wield blade weapons easily, and batter down an enemy's defences with them; thus you get bonuses with blade weapons for a good strength roll. It is also sometimes used as a very rough measure of size and weight for the character. High strength is advantageous if you want your character's prior experience to be in space marines or space scouts. A very low strength will reduce your ability in blade or hand-to-hand combat, since you find it harder to overpower your opponent, and some of the larger weapons are just too heavy for you.

*Dexterity.* Covers hand-eye co-ordination, ability to throw accurately, agility, reaction speed, and general quickness and cleverness of hand. A high dexterity allows you to point guns accurately and follow moving targets smoothly, so it gains you bonuses on attacks with guns. Conversely, a low dexterity give penalties on such attacks — perhaps your hand shakes too much or you cannot react quickly enough to shoot at a briefly-exposed and evading target. A good dexterity is useful for those characters intending to serve in the army, but is by no means essential for any character — until the bullets start flying.

*Endurance.* Combines physical fitness and will power. Broadly speaking, if strength governs how hard you can hit someone, endurance governs how long you can keep hitting him for. Or how long you can keep running, hanging on to the crumbling cliff ledge, and so on. The main purpose of endurance is in determining how many blows your character may make in each melee; one per point of endurance, after which you are winded and consequently attack at a penalty. A high endurance is supremely important for a would-be space scout, and is useful to the space marine or the army man.

*Intelligence.* While officially intelligence corresponds to IQ — itself in a very shaky position as a measuring-stick — I tend to interpret it as a measure of ability to learn, which makes it a combination of willpower and memory. It's easier to play a character who is simply more determined and with a better memory than yourself than it is to play a genius. Intelligence is useful in every career except the army, and is of supreme importance to the budding interstellar trader.

*Education.* Indicates the highest level of schooling reached by a character. Its main function in game terms is to define whether or not a character can acquire skills of a basically academic nature, but it is often used as a way of deciding whether or not a character has previously encountered some important fact or rumour. It is most useful to the space navy man, but careers in the army or marines can also be furthered by it.

*Social Standing.* Indicates your character's position in society; very high rolls indicate nobility, while lower rolls show a lower status. If high, it is useful for those aspiring to officer ranks within the navy or marines.

The most important aspect of your character is his personality. The best advice I can give here is to refer you to the sample character, Jamieson, in *Book 1* of *Traveller.* In essence, the dice rolls are used to write a short story showing who the character is, what his service history has been, and why he is adventuring.

Suppose your merchant rolls a natural 2 for promotion in one term of service. Perhaps he was blamed for a major crash in which many people died. Perhaps it was really the captain's fault, and your character was only a scapegoat. Perhaps the wreck was never salvaged, and there are quantities of gems aboard, and your merchant seeks to recover them and revenge himself on the captain, clearing his name. Perhaps he acquired several levels of Navigation skill in later terms. Obviously, he is applying himself with a will to locating the lost ship. How did he escape, and why doesn't he know where the ship is? He was found drifting in a lifeboat having lost his memory. . . or was he drugged by pirates? Who can tell? You see, you can get quite a lot out of the dice rolls you made in generating a character. Of course, in this case or many others, you'd have to clear it with the referee; if you have been involved in great events, others will know. In the case above, the captain may still be alive. He may want to shut the character up for good. People encountered in starports may recognise this merchant as the one who ate 110 passengers while waiting for rescue (although he claims he only ate one foot), and react accordingly. If you have a good story to tell about your character, it makes your gaming more fun and the referee's task is easier too, because you supply him with non-player characters and plots that he might use, or at least ideas for them. Most importantly, it may supply you with an objective.

The crucial thing for any *Traveller* character is an *objective.* A character must have a goal to direct himself towards, or the game will quickly become boring. He must have a reason for adventuring. There are many such, for example:

Power. People desire power for many reasons — some just for its own sake. Perhaps you must prove yourself worthy of a potential spouse. Perhaps you just like ordering people around.

Money. Perhaps you have huge debts from gambling. Perhaps you like the good life, and can't live in the style to which you are accustomed on a normal wage. Or you have an expensive thionite habit. Perhaps you just like money for its own sake. Maybe you are desperately afraid of growing old, and need piles of filthy lucre to pay for the anagathic drugs that will prevent it.

Revenge. You need money/power/status to revenge yourself on the people who . . . railroaded you out of the service; wrongly accused you of a foul crime; killed your parents/lover/begonias/best friend or any of a number of dark deeds.

Wanderlust. You like to see strange new worlds, perhaps; you just can't settle down to a 9 to 5 job after all that charging around the Galaxy shooting people; you crave excitement, maybe. Perhaps you are pursued by nefarious forces because you know too much about someone. Your Aunt Minnie is dying of Foulsham's Disease, and you've heard that the cure is known to tribal shamans somewhere in this subsector.

**Helpful Hints**

First, whether you are the player or referee it is useful to have a couple of pregenerated characters handy in case you, or someone else, wants to join in quickly. People are sometimes put off by the time taken to generate characters, and certainly it's no fun for everyone else just waiting around as the eighth scout you've tried to dice up gets eaten by a Ravenous Bug-Blatter Beast on Traal.

Characters should choose their morals, depending on their life history so far; but they should stick to them. A black-hearted villain who has been eating the low passengers to save on life-support costs is unlikely to be kind to small children, animals or beginning characters. Good guys don't mercilessly shoot opponents for no apparent reason. Be consistent, be believable. Don't give up your life of evil to become a scout-master just because it's convenient for the next half-hour or so. Pirates will not suddenly take a liking to player-characters just because they *are* players; captured merchants will not throw in a steady job to follow a band of footloose adventurers.

A major goal for every *Traveller* is improvement of his skills. For this reason, among others, *Book 4* is popular — it has the Instruction skill allowing characters to teach each other skills they know. However, people do not adventure because taking risks will improve their skills — they adventure to achieve their goals, whatever those may be, and improve their skills in between adventures by training, in order to adventure more safely and effectively.

*Next issue — Part II: Refereeing Traveller.* ■

Dear *WD*,

I feel sure there must be a misprint in Don Turnbull's letter of *WD34*. Surely he meant that the Ken St Andre sentence should read, 'Since I am the kind of person who can easily *improve* someone else's over-complex, unimaginative rules. . . .?'.

Yours,
Janet Horton, Birmingham.

Dear *WD*,

It appears that we must don our robes of eyes to be sure our fellow gamers do not stab us in the back. I refer to Don Turnbull's bitchy comment directed towards Ken St Andre in *WD34*. I feel that it would be pistols at dawn for these two if they could only decide upon which rule system to use in duelling. Really guys, infighting among the ranks is not promoting the 'happy gamers together' front – bury the hatchet, and not in each other's heads either.

Richard Thorpe's fatigue factor in *WD34* deserves expansion although I disagree with his viewpoint on levels. Surely a foppish, dandy 10th level fighter would feel more tired than a 1st level barbarian hillman after a days adventuring. The fatigue factor should be based on Constitution alone. The most skilful fighter would feel fatigued during a long fight if his Constitution was only 6, even if he had not taken any damage.

I have a minor quibble about *Open Box*. The number grading system used needs to be revised or ditched. Andy Slack said of *Invasion Earth*, 'I can't say I enjoyed it', while Oliver Dickinson said of *Cults of Terror*, 'overall tremendous stuff'; both of the subjects reviewed were given a 6 on the grading system.

Yours,
David Sutton, Bagshot.

*– Actually, Oliver's grading of* Cults of Terror *should have been 9 not 6. Sorry! In fact, we will be changing the rating system soon to incorporate a number of other factors in reviewing. –Ed.*

Dear *WD*,

Having just read Lew Pulsipher's article *A Guide to Dungeon Mastering*, I felt that I had to make a few comments.

Firstly, I would like to stress that the article is very useful for the beginning Dungeonmaster. It will save new DMs from making elementary mistakes, which are very easy to make if you have not thought through the actual mechanics of running an *AD&D* game.

I disagree with part of the section about 'Rationales', in which an attempt is made to explain why dungeons exist. The *AD&D* universe contains plenty of rock-delving creatures, who would rarely even think of living on the surface, so it is hardly necessary to suggest that 'in a magic-rich universe. . . . the only effective defences will be underground defences'. In fact Lew does go on to suggest other quite reasonable settings for dungeon complexes, but he seems to have written off the medieval castle in the process.

I believe that castles still have an important role to play, besides being rather more romantic than holes in the ground! Things are not all that easy for a magic-user attempting to take a castle. Admittedly he could get in comparatively easily, but once he has attacked the defenders, he becomes incredibly vulnerable, because his supporters will have to fight their way to him. There are architectural defences to a *dimension door* spell, such as split levels and rooms with irregular pillars and small open spaces – MUs will hardly risk attempting to materialise in rock and thus being trapped on the *Astral Plane*. In addition it is not easy to blow down a castle unless you are very high level. Remember too, that the defenders will also use magic.

Castles have a number of advantages over underground fortifications. The most obvious one is height. If you are higher up than your enemy you can see what he is doing without necessarily using magical means, which will usually have a restricted duration anyway. You can also shoot at him easily if he attacks, whereas the attacker has the advantage in height over an underground fortification. It is also notoriously difficult to bottle-up castle defenders, who can easily cause problems with sorties. Underground fortresses would be simple to besiege, because the attackers can look down on the enemy and see his counter-attacks coming. Castles would also be much cheaper to build.

The best form of defence in a magic-rich world would probably be a strong concentric castle, which gives the defenders plenty of opportunity to absorb magical attacks and gives time and space for counter-attacks; plus an underground defence beneath the castle, as a rallying point, final line of defence and guard for vital supplies; it will also act as a base for counter-attack if the main castle falls to a surprise attack.

Let the Hero still defend his castle rather than his underground fortification.

Yours,
Alan E Paull, Luton, Beds.

Dear *WD*,

I was flattered to get a mention in *Microview*, but feel that Mike Costello took the implications of the Medieval Society series rather too far. Surely the function of a DM is to provide players with a consistent *illusion* of some fantastic 'reality' rather than a fully working model that would take so much time to run that there would be none to play the games! In a nutshell, if Fingers the thief finds 5000gp in the chest of Shylock the moneylender he isn't going to know that the same amount would have been there if the robbery had taken place two weeks sooner or later, but if he found 5000gp under the bed of a scullion something would be *wrong*.

Nevertheless it was an auspicious start to *Microview*, and I'll look forward to other articles in the series in the hope that one day I'll be able to replace my calculator!

Yours,
Paul Vernon.

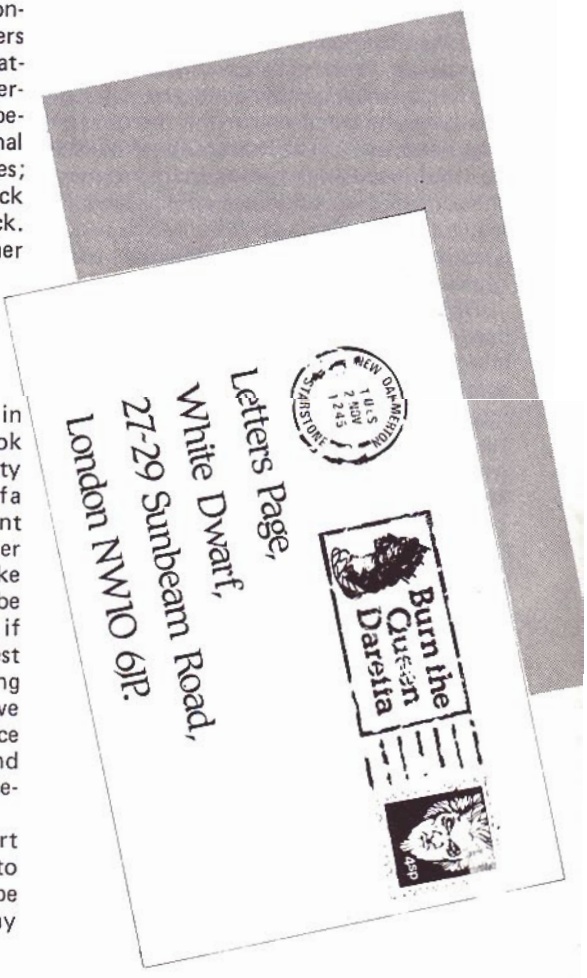
Dear *WD*,

As a member of SADRE (Sapients Against Dangerous Robotic Equipment, Mora/Mora) I must take strong offence at the continual promotion of robots and similar as machines capable of mass slaughter and wanton destruction. Articles in *White Dwarf* by Roger Moore and Andy Slack as well as articles in other Journals and supplements all seem to placidly agree with equipping machines with murderous weapons. This has not yet occurred, thanks to the efforts of our founder, Dr Susan Calvin, and we hope to prevent if for ever. Mr Slack talks glibly of 'droids. . . . not programmed with the First Law' as if the enormous complexities of a platinum-iridium brain were comparable to a *ZX81!* One only has to review the 20th century's opposition to non-intelligent nuclear weapons to understand the pressure which has prevented the arming of robots in the 35th century.

I ask you: were there mechanical warriors in *Star Wars?* No! In the histories of the *Lensman?* No! Did Deckart like what the androids were capable of in *Blade Runner?* No! And there are many more examples (eg *Dark Star* . . . .).

I say to you: stop the insidious introduction of independent intelligent infantry!

Yours sincerely,
(Mrs) Hairy Whitemouse.



Microview *is a regular department for computer games, edited by Mike Costello.*

# Sector and Starburst

## Two ZX81 Programs for Traveller by Marcus L Rowland

*The programs are both game-assistance programs for setting up a scenario. The* Starburst *routine is a stripped-down program intended to fit into a 1K ZX81, whereas* Sector *is much more ambitious and give detailed specifications for all the systems in a sector; it runs in 16K.*

*It's such a good idea to write character generators for* RuneQuest *and* AD&D, *or combat resolution routines for any of the RPG's, that a lot of people have sent them in to us. In the future we hope to pring a summary of these programs available. In the meantime, if you are thinking of computerising parts of a role-playing game, try something that's not obvious and probably not been tried by anyone else.* —*MC*

### Sector

This program generates and displays a sector map, as an aid to referees. It first shows a simple introduction and asks for a percentage to be entered, which sets the likelihood of a system being in each hex of the sector. Recommended answers are 40-60% in normally-populated areas of space.

Once this percentage is entered, a sector map is displayed with the number of systems in the sector, then stops to allow copying. Pressing a key will then start the main part of the program, which produces specifications for each system in the sector in the usual *Traveller* format [see *Supplement 3, The Spinward Marches*]. Figures displayed indicate starport type, size, atmosphere, hydrographic, percentage, population, government, law level, technological index, and the presence of any Naval or Scout bases and gas giants in the system.

Systems are listed in blocks of up to 20, with the display halting every 20 systems or when the sector is complete. The screen can be copied by pressing Break then Copy, for hardcopy; alternatively, the display halts until any key is pressed. Once the run is complete, the program returns to the introduction.

In order to allow maximum flexibility, systems are only shown as asterisks on the sector chart and are not numbered, and jump routes are not plotted. This program should be used in conjunction with *Traveller, Book 3,* and *Supplement 3. Traveller Book 2* will also be of use.

```
   1 REM **SECTOR**
   3 GOTO 2000
   5 FAST
  10 LET U=1
  15 FOR N=1 TO P
  20 PRINT AT U,0;N
  25 LET X=0
  30 LET X=(INT (RND*6))+(INT (R
ND*6))+2
  35 LET A=0
  40 LET A=(INT (RND*6))+(INT (R
ND*6))
  50 LET B=A+(INT (RND*6))+(INT
(RND*6))-5
  55 IF A<0 THEN LET B=0
  60 IF B<0 THEN LET B=0
  65 IF B>=12 THEN LET B=12
  70 LET C=A+(INT (RND*6))+(INT
(RND*6))-5
  75 IF A<=1 THEN LET C=0
  80 IF B<1 OR B>9 THEN LET C=C-
4
  90 IF C<=0 THEN LET C=0
 100 IF C>=10 THEN LET C=10
 110 LET D=(INT (RND*6))+(INT (R
ND*6))
 120 LET E=D+(INT (RND*6))+(INT
(RND*6))-5
 130 IF E<=0 THEN LET E=0
 140 IF E>=13 THEN LET E=13
 160 LET F=INT (RND*6)+1
 170 IF X=12 THEN LET F=F-4
 180 IF X>=7 AND X<=8 THEN LET F
=F+2
 190 IF X>=5 AND X<=6 THEN LET F
=F+4
 195 IF X<=4 THEN LET F=F+6
 200 IF A>=2 AND A<=4 THEN LET F
=F+1
 205 IF A<=1 THEN LET F=F+2
 210 IF B<=3 OR B>=10 THEN LET F
=F+1
 220 IF C=9 THEN LET F=F+1
 230 IF C=10 THEN LET F=F+2
 240 IF D>=1 AND D<=5 THEN LET F
=F+1
 245 IF D=9 THEN LET F=F+2
 250 IF D=10 THEN LET F=F+4
 260 IF E=0 OR E=5 THEN LET F=F+
1
 265 IF E=13 THEN LET F=F-2
 270 IF F<=0 THEN LET F=0
 275 IF X<=4 THEN GOSUB 700
 280 IF X>=5 AND X<=6 THEN GOSUB
750
 285 IF X>=7 AND X<=8 THEN GOSUB
800
 290 IF X=9 THEN GOSUB 840
 295 IF X>=10 AND X<=11 THEN PRI
NT AT U,10;"■"
 300 IF X=12 THEN PRINT AT U,10;
"■"
 310 PRINT AT U,12;CHR$ (A+28)
 320 PRINT AT U,13;CHR$ (B+28)
 335 PRINT AT U,14;CHR$ (C+28)
 350 PRINT AT U,15;CHR$ (D+28)
 365 PRINT AT U,16;CHR$ (E+28)
 380 PRINT AT U,19;CHR$ (F+28)
 390 LET L=0
 400 LET L=E+(INT (RND*6))+(INT
(RND*6))-5
 410 IF L<=0 THEN LET L=0
 420 IF L>=9 THEN LET L=9
 430 PRINT AT U,17;CHR$ (L+28)
 450 LET G=0
 455 LET G=INT (RND*10)
 460 IF G<=5 THEN PRINT AT U,31;
"■"
 555 IF U=20 THEN PAUSE 4E4
 560 IF U=20 THEN CLS
 565 IF U=20 THEN LET U=0
 570 LET U=U+1
 575 NEXT N
 580 PAUSE 4E4
 585 CLS
 590 GOTO 2000
 595 STOP
 700 PRINT AT U,10;"■"
 710 GOSUB 880
 720 IF I>=8 AND I<=9 THEN GOSUB
910
 730 IF I>=10 THEN GOSUB 930
 740 RETURN
 750 PRINT AT U,10;"■"
 760 GOSUB 880
 770 IF I=8 THEN GOSUB 910
 780 IF I>8 THEN GOSUB 930
 790 RETURN
 800 PRINT AT U,10;"■"
 810 GOSUB 880
 820 IF I>=7 THEN GOSUB 930
 830 RETURN
 840 PRINT AT U,10;"■"
 850 GOSUB 880
 860 IF I>7 THEN GOSUB 930
 870 RETURN
 880 LET I=0
 890 LET I=(INT (RND*6))+(INT (R
ND*6))+2
 900 RETURN
 910 PRINT AT U,21;"N"
 920 RETURN
 930 PRINT AT U,21;"S"
 940 RETURN
2000 SLOW
2040 FOR N=1 TO 20
2050 PRINT AT N,N;"S E C T O R"
2060 PRINT AT 20-N,N;"■ ■ ■ ■ ■ ■
■"
2080 NEXT N
2090 CLS
2100 PRINT AT 5,10;"■ ■ ■ ■ ■ ■ ■"
2110 PRINT AT 6,8;"BY M.L. ROWLA
ND"
2140 PRINT AT 10,0;"A PROGRAMME
WHICH GENERATES STARCHARTS AND P
LANET SPECIFICATIONSBY RULES EXP
LAINED IN TRAVELLER BOOK 3. THE
PROGRAMME IS IN TWO OR MORE SECT
IONS OF ABOUT TWENTYSECONDS."
2145 PRINT AT 21,0;"WHAT %% OF
HEXES HOLD SYSTEMS?"
2150 INPUT H
2155 IF H<1 OR H>100 THEN GOTO 2
145
2165 CLS
2170 PRINT "SECTOR"
2175 RAND
2180 LET L=7
2200 LET P=0
2210 FOR N=1 TO 4
2220 LET C=0
2230 FOR Y=1 TO 10
2240 LET Z=INT (RND*100)+1
2250 PRINT AT C,L;"( )"
2260 IF Z<=H THEN PRINT AT C,L;"
(*)"
2270 IF Z<=H THEN LET P=P+1
2280 LET C=C+1
2290 PRINT AT C,L;" - "
2300 LET C=C+1
2310 NEXT Y
2320 LET L=L+4
2330 NEXT N
2340 LET L=10
2350 FOR N=1 TO 4
2360 LET C=1
2370 FOR Y=1 TO 9
2380 LET Z=INT (RND*100)+1
2390 IF Z<=H THEN PRINT AT C,L;"
*"
2400 IF Z<=H THEN LET P=P+1
2410 LET C=C+1
2420 PRINT AT C,L;"-"
2430 LET C=C+1
2440 NEXT Y
2450 LET L=L+4
2460 NEXT N
2470 PRINT AT 20,0;P,,"SYSTEMS"
2480 PAUSE 4E4
2482 IF P=42 THEN GOSUB 2570
2485 IF P=0 THEN GOTO 2510
2490 CLS
2500 GOTO 5
2510 CLS
2520 PRINT AT 10,10;"TRY AGAIN"
2530 PAUSE 30
2540 CLS
2550 GOTO 1000
2560 STOP
2570 CLS
2575 PRINT AT 10,10;"DONT PANIC"
2580 CLS
2590 RETURN
```

### Starburst

This shows empty hexes as 0 and systems as asterisks until the sector is generated. It fits comfortably into the 1K ZX81, and will of course run on the 16K version. However, it relies on a minimal Display File in order to run in 1K, so remember this if saving it from a 16K machine for re-use on a 1K configuration.

```
  1 REM *STARBURST*
 10 RAND
 20 FOR Y=1 TO 7 STEP 2
 30 FOR X=1 TO 10
 35 PRINT AT X*2,Y*2;"O"
 40 IF RND>.5 THEN PRINT AT X*2
,Y*2;"*"
 50 NEXT X
 60 NEXT Y
 70 FOR Y=2 TO 8 STEP 2
 80 FOR X=1 TO 9
 85 PRINT AT (X*2)+1,Y*2;"O"
 90 IF RND>.5 THEN PRINT AT (X*
2)+1,Y*2;"*"
100 NEXT X
110 NEXT Y
115 PRINT AT 0,2;"SECTOR"
120 PAUSE 4E4
125 CLS
130 GOTO 10
```

### Conversion

Generally, both programs are written in a subset of BASIC to ease conversion to other machines, but here are some notes about the main differences between ZX81 BASIC and Microsoft BASICs:

RND: This takes no argument, and returns a value between 0 and 1, which therefore has to be multiplied for other number ranges.

PAUSE 4E4: A PAUSE with this value will actually suspend execution indefinitely, until a key is hit.

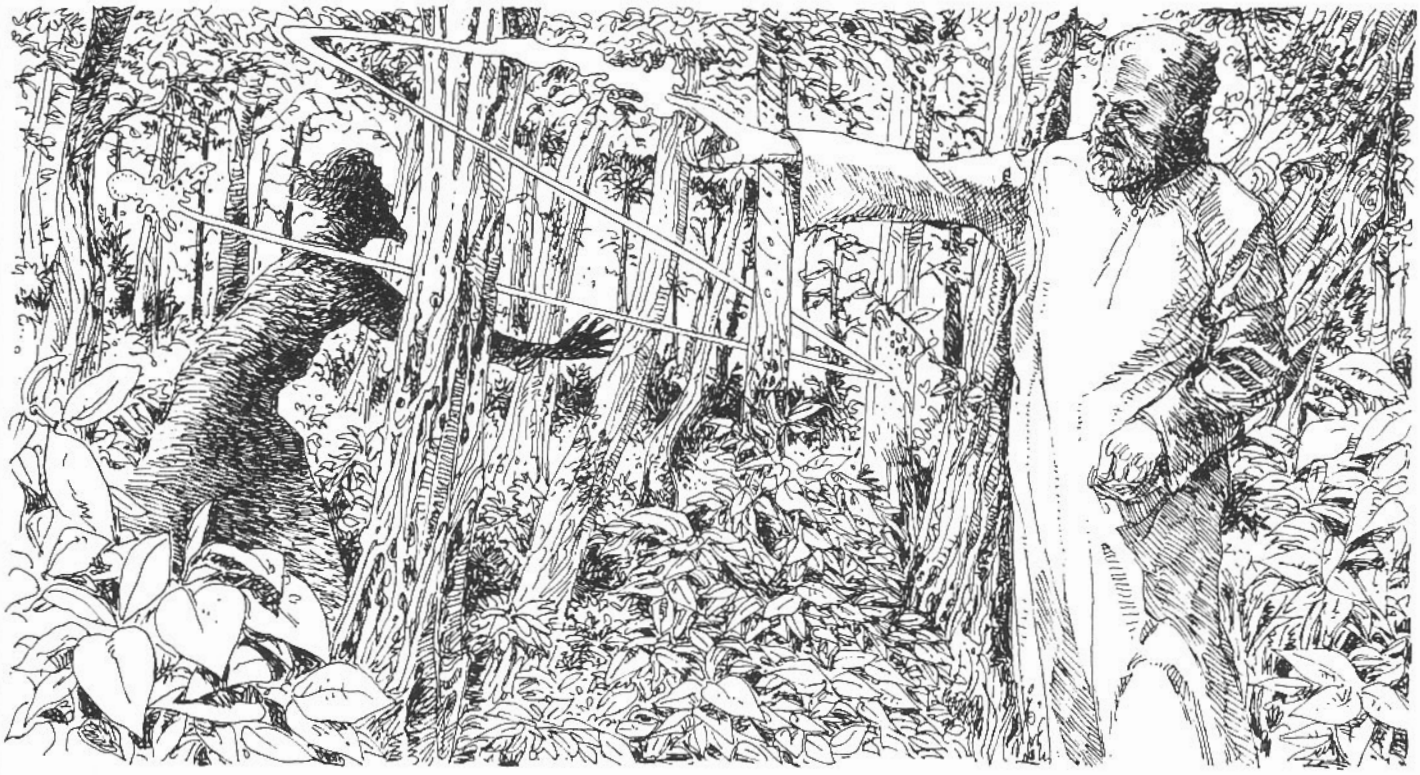
CHR$: There is no correspondence between Sinclair character codes and standard ASCII. All values for CHR$ representations will have to be recalculated to produce a meaningful screen display.

PRINT AT: This moves the cursor to a screen location specified by the Row, Column argument, where Row ranges from 0-21 and Column from 0-31, starting top left. All values referring to PRINT AT co-ordinates will have to be recalculated to suit the display format of the computer being used. The comma in some PRINT AT statements is a zoning device that moves the cursor on to the beginning of the next print-zone; there are two 16-character zones per line. ZX81 characters can be displayed in inverse video; if this facility is not available, some other convention can be used to make the appropriate characters stand out clearly.

FAST, SLOW: Replace these lines with REM tokens.

IF/THEN: Remember that some dialects will require extra pairs of brackets around certain expressions; it depends on the arithmetic priority rules, which vary from one computer to another. ■

# The Druid's Grove



## An AD&D Druid's Duel for Druids of Level 11+ by Mark Byng

### INTRODUCTION

Duelling, either to gain or retain title as a Druid, Archdruid or even as The Great Druid, is a duty occasionally required of all high level priests of nature. It is natural that these duels should take place in the wilderness and the *Druid's Grove* is an area of woodland hemmed in by cliffs designed as a combat arena for two druids who are Initiates of the 9th Circle or above. Both players should be given a blank sheet of hex paper at least 19 x 24 hexes in size on which to map their progress and plan their movements.

### SEQUENCE OF PLAY

Much of the grove is covered in tall, dense vegetation which prevents all but short range reconnaissance. Both players will often find it impossible to go more than 1 or 2 hexes at a time and when this occurs the DM should describe the terrain as seen from each hex as it is entered so that each player may decide which way to move on a hex-by-hex basis until his druid's movement allowance is used up. To avoid the possibility of one player overhearing the description of the opposing character's surroundings and gaining clues to the location of his opponent, the players should be kept well apart until their characters actually meet. An alternating sequence of play (if necessary, rationalized as part of the ritual of duelling) is used in the grove. The druid entering the grove by gateway A moves first, thereafter moving only on odd-numbered rounds. During the rounds he cannot travel, a druid can perform any action which doesn't take him out of the hex he occupies.

### THE RULES OF COMBAT

Since the purpose of the duel is to determine which is the best druid and not to find out who has the best array of magic items, neither druid will enter the grove with anything more than an ordinary white linen robe and all spells previously cast on the druid's person will be removed in a magical Ritual of Cleansing.

To win the duel, one of the druids must either:

*1.* Defeat the other druid (either force his surrender, make him captive or kill him outright) or

*2.* Find the *Haven* and be in undisputed possession of it when the time limit is reached (the Haven is deemed undisputed only if the opposing druid is absent; if both druids locate the Haven and neither leaves to allow the other undisputed possession then victory goes to the druid who kills or captures his opponent).

As well as searching for each other and the Haven, both druids will also find it necessary to seek out the material components required for their spells as well as the armour, weapons and other equipment hidden in the grove.

The contestants are given a total of 50m/r in which to resolve their conflict. If, at the end of this time, neither of the victory conditions have been successfully completed then both druids will have 'lost' the contest and will lose their claim to the contested level and their experience points will drop to the beginning of the level below. Exception: If at the end of 50m/r the contestants are in the midst of battling it out face-to-face then a further 10m/r of 'injury time' is allowed.

### PLAYER'S INFORMATION

Before the duel commences the players should read the druidical tenets and abilities listed in the *Players Handbook* as certain actions expected of their druids depend on their knowledge of these things. Both players should also have access to the following information:

*1.* Although druids have the power to pass through overgrown areas at normal movement rates, if they wish to move quietly they must move slowly; normal movement through magically created overgrown areas is not possible.

*2.* High level druids can *shapechange* but there are certain limitations to this power; *shapechanging* takes 1 full round during which the druid can perform no other actions and unless the assumed form is humanoid the druid cannot cast spells whilst *shapechanged.*

*3.* A movement system where each hex of terrain costs movement points to cross is used instead of the usual *AD&D* system. The number of movement points available to a druid in his mobile round equals the druid's normal movement rate in inches. Initially this is 12" (12 movement points per round) but this may vary according to what form the druid assumes and his encumbrance. Each time a druid encounters a new type of terrain the DM should inform the player of the points cost for passing through 1 hex of that terrain type. Often a second higher points cost will also be given for 'cautious movement'; this reduces the noise made in travelling across that particular hex of terrain. *NB:* Points are paid to leave a hex rather than enter it, when a druid no longer has sufficient points left to leave a hex it is the end of his go. Unused movement points are not carried over from one round to the next.

Finally, there are some actions which, because they don't take whole rounds to perform, are best 'timed' by their points cost:

*Observing into an adjacent hex:* Cost 1pt. Gives knowledge of adjacent terrain without entering into it; obviously only necessary in terrain which doesn't automatically permit sight into adjacent hexes.

*Spell casting:* Cost varies. For spells which do not take whole round(s) to cast the cost is (Druid's Movement Rate/10) x Number of Segments Casting time = Points (Round up).

*4.* Any druidical spell requiring a material component uses mistletoe in addition to any other material components which may be mentioned in the spell description. It is assumed that such spells consume the sprig of mistletoe used to invoke it, thus both druids must carefully pick which spells to cast as their supply of these components is limited. The spell's effectiveness depends on the type of mistletoe used and for the purposes of this contest the original 3 categories of mistletoe have been subdivided into 4. Holly or oak leaves may be used as a less potent substitute for mistletoe.

**TABLE 1**

| *Type* | *Spell Range* | *Spell Duration* | *Area of Effect* |
|---|---|---|---|
| 1. Greater Mistletoe | 100% | 100% | 100% |
| 2. Common Mistletoe | 100% | 75% (a) | 100% |
| 3. Lesser Mistletoe | 75% (a) | 75% (a) | 100% |
| 4. Borrowed Mistletoe | 75% (a) | 50% (b) | 100% |
| 5. Holly | 75% (a) | 50% (b) | 75% (a) |
| 6. Oak leaves | 50% (b) | 50% (b) | 50% (b) |

(a) Or +1 to Saving Throw, if any, if category not applicable.
(b) Or +2 to Saving Throw, if any, if category not applicable.

The definitions of Types 1, 4, 5 & 6 can be found in the *PHB* but the old definition of Lesser Mistletoe has been subdivided into two new categories whose definitions are as follows,

*Type 2.* Mistletoe which has either been incorrectly harvested on Midsummer's Eve or correctly harvested (cut with a gold or silver sickle and caught in a bowl before it touched the ground) on some day other than Midsummer's Eve.

*Type 3.* Mistletoe which has been incorrectly harvested on a day other than Midsummer's Eve.

Since the duel of druids is rarely, if ever, run on Midsummer's Eve it is likely that the mistletoe used for spell casting in the grove will be of Type 3 unless a gold or silver sickle and bowl can be found so that Type 2 could be harvested and used instead.

*5.* These actions may be performed by a druid during his 'stationary' rounds; other actions are permissable but only if they do not cause the druid to leave his hex.

Cast or begin casting a spell.
Continue the casting of any spell begun earlier.
Continue to fight any monster previously encountered. (a)
Commence combat with any creature entering the hex. (a)
Observe into all adjacent hexes. (b)
Remain still and quiet to avoid detection by monsters and/or opponent. (c)
Search the hex occupied.
Shapechange.

(a) In neither of these cases can he flee or otherwise move out of the hex in any way until it is his turn to move again.
(b) Only necessary in terrain which doesn't automatically permit sight into adjacent hexes.
(c) Normally, if a mobile druid entered or looked into the hex containing his opponent, the 'stationary' druid would be seen automatically but if the hex's terrain is rough and the 'stationary' druid chose this action that round then only a 'search a hex' action will find him. This concealment also prevents location by monsters.

## DM'S INFORMATION

*Vision.* The creatures in the grove can only see into and beyond hexes containing shallow or flat terrain; hexes containing solid or rough terrain (cliff, giant blackthorn hedge, gorse, bracken or tree) cannot be seen through or into from outside (though the terrain causing the obstruction can be identified). When a creature is actually in a gorse, bracken or tree hex its vision is limited to the hex occupied though points may be paid to 'Observe into an adjacent hex' (this observation may extend further if the adjacent hex doesn't contain solid or rough terrain).

*Searching a Hex.* Only necessary in gorse, bracken, tree and broken ground hexes (although broken ground permits vision into and across it, there are many hiding places amongst the boulders).

*Harvesting.* Unless otherwise stated these harvesting movement point costs are for a druid who is picking up these materials by hand.

*Mapping.* Whenever a druid is transported to a new location in the grove by *pass plant* or *transport via plants,* he must (unless he has knowingly transported into territory already mapped) continue his map on a new sheet of hex-paper because although the druid will quickly regain his sense of direction (by noting the angle of the sun, which side the moss is growing on the trees etc) he cannot be sure of his exact position in the grove. The player can still refer to his previous map(s) and may even combine them should they match up. *NB:* A dead tree cannot be used as a focus for *pass plant* or any similar spell.

If the druid attempts to enter an impassable hex (possible if the druid is moving blindly out of a gorse, bracken or tree hex) a movement point is wasted, the druid remains in his hex (so the points for moving out of it are not used), the player is informed of the obstacle and if the druid has enough points remaining, he may move on in a different direction.

Flying movement through the grove is always 'quiet' and movement over all terrain is 1pt per hex except when flying up stairs when it is 3pts per hex. Unfortunately, for those druids wishing to do an aerial reconnaissance of the grove, there is a blanket of mist commencing about 8' above the ground, conforming to the contours of the land and covering the entire grove except for the Haven. This mist is perfectly clear from below and permits normal vision upwards but it quickly blinds and disorientates anyone entering it. Any flying druids will be forced to fly at little more than head height so the sighting distances listed earlier (under Vision) remain the same. The mist is, of course, magical; it is a sophisticated illusion against which there is no saving throw and it cannot be dispelled. ▶

**TABLE 2**

| *Material Component* | *Harvesting Time* | *Quantity Gathered* |
|---|---|---|
| Mistletoe | 1pt | 1 sprig |
| Mistletoe (harvested with sickle and bowl) | 3pts | 1 sprig |
| Holly | 2pts | 1 sprig |
| Holly berries | 1pt | 2 berries |
| Oak leaves | 1pt | 1 sprig |
| Dead oak leaves | 1pt | 1 handful |
| Acorns | 1pt | 2 Acorns |
| Oak bark from a live oak | 6pts | 1 handful |
| Oak bark from the dead oak | 3pts | 1 handful |
| Tree Twigs | 1pt | 1 twig |
| Mud and clay | 3pts | 1 handful |
| Bluebells or marigolds | 1pt | 1 flower |
| Shamrock (Clover) | 1pt | 1 handful |
| Stinging nettles | 1pt | 1 nettle |
| Ivy | 1pt per 3' length | Up to 6' lengths from tree Ivy, up to 12' lengths from cliff Ivy. |
| Sticks (a), 3'+ suitable for *sticks to snakes* or *trip* spells | 1pt per fallen branch gathered<br>4pts per branch broken off a tree | |

(a) 2-8 fallen branches can be found in each tree hex (search a hex action is not required), dead trees (the lightning-struck ash and the withered birch) will each provide 4-16 fallen branches. If there are not enough fallen branches, live ones may be gathered from the trees.

**TABLE 3**

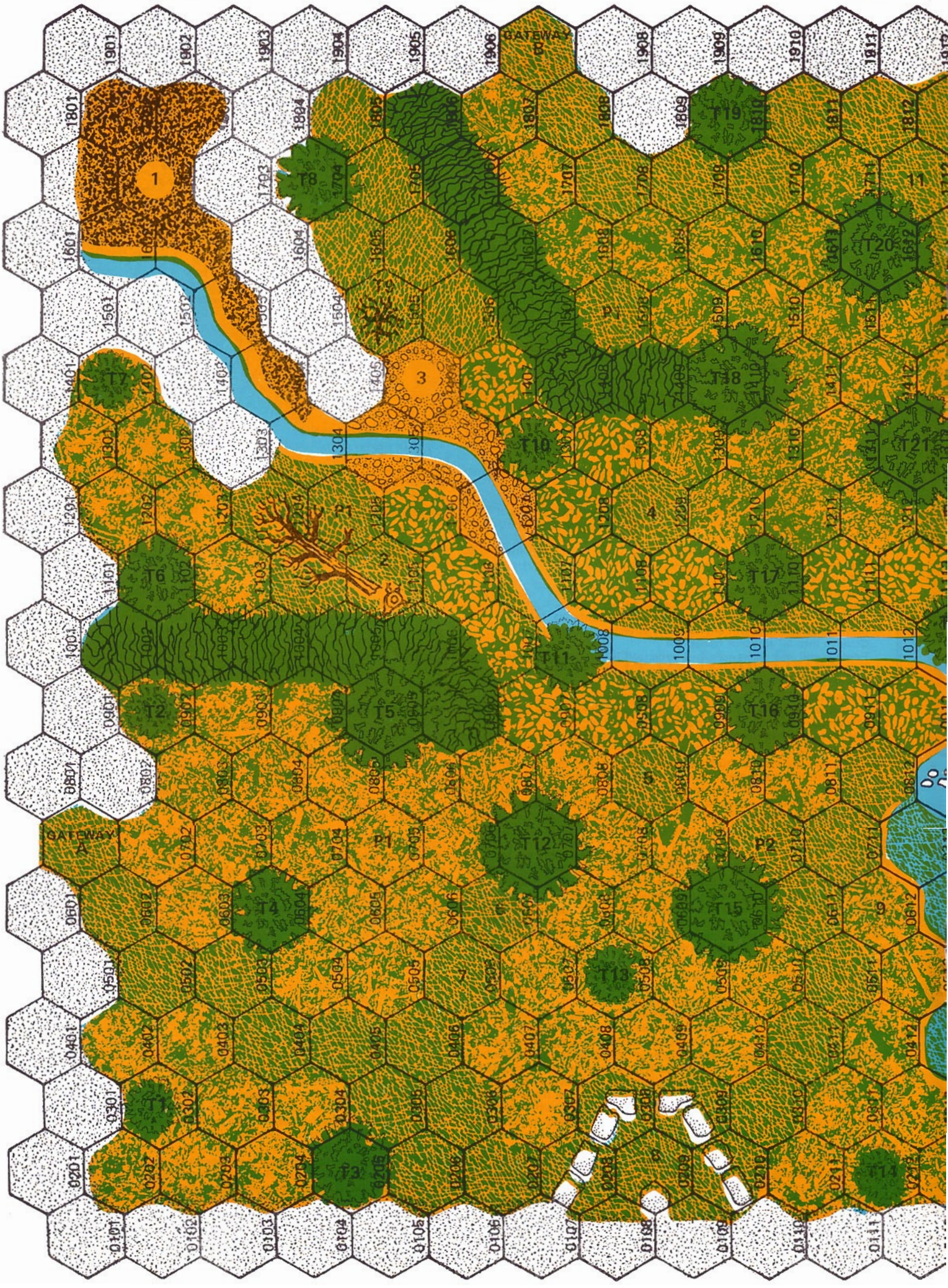
| **Movement** *Terrain Type* | *Movement Points cost* Normal | Cautious | *Description and/or any special special notes* |
|---|---|---|---|
| Grass | 1 | (a) | Close cropped, lawn-like growth. |
| Packed earth | 1 | (a) | This is only found inside caves. |
| Bracken | 1 | 2 | Huge (8') ferns growing fairly close together. |
| Tree | 1 | 2 | Tree hexes also contain a bracken-like undergrowth. |
| Gorse | 1 | 3 | Tall (8') dense, prickly undergrowth. |
| Broken ground | 2 | 3 | Mostly rubble with scattered boulders no larger than 3' high. |
| Marsh | 3 | 9 | See written description. |
| Water (stream or pool) | 6 (3) | (b) (6) | Water movement is swimming since it is too deep to wade. |
| Mud bank | | (c) | Borders marsh, stream and pool, see written description. |
| Stepping stones | 2 | (a) | |
| Stairs Up | 3 | (a) | |
| Down | 1 | (a) | |
| Giant blackthorn hedge | Impassable | | 16' high, thorny hedge magically enhanced by *plant growth* to make it impassable. (d) |
| Cliffs | Impassable | | Two sorts, one type stands 90' above ground level, the other rises only 60'. |
| Standing stones | 1 | (a) | Standing stones are found in grassy clearings, no extra points are required for movement betstanding stones. |

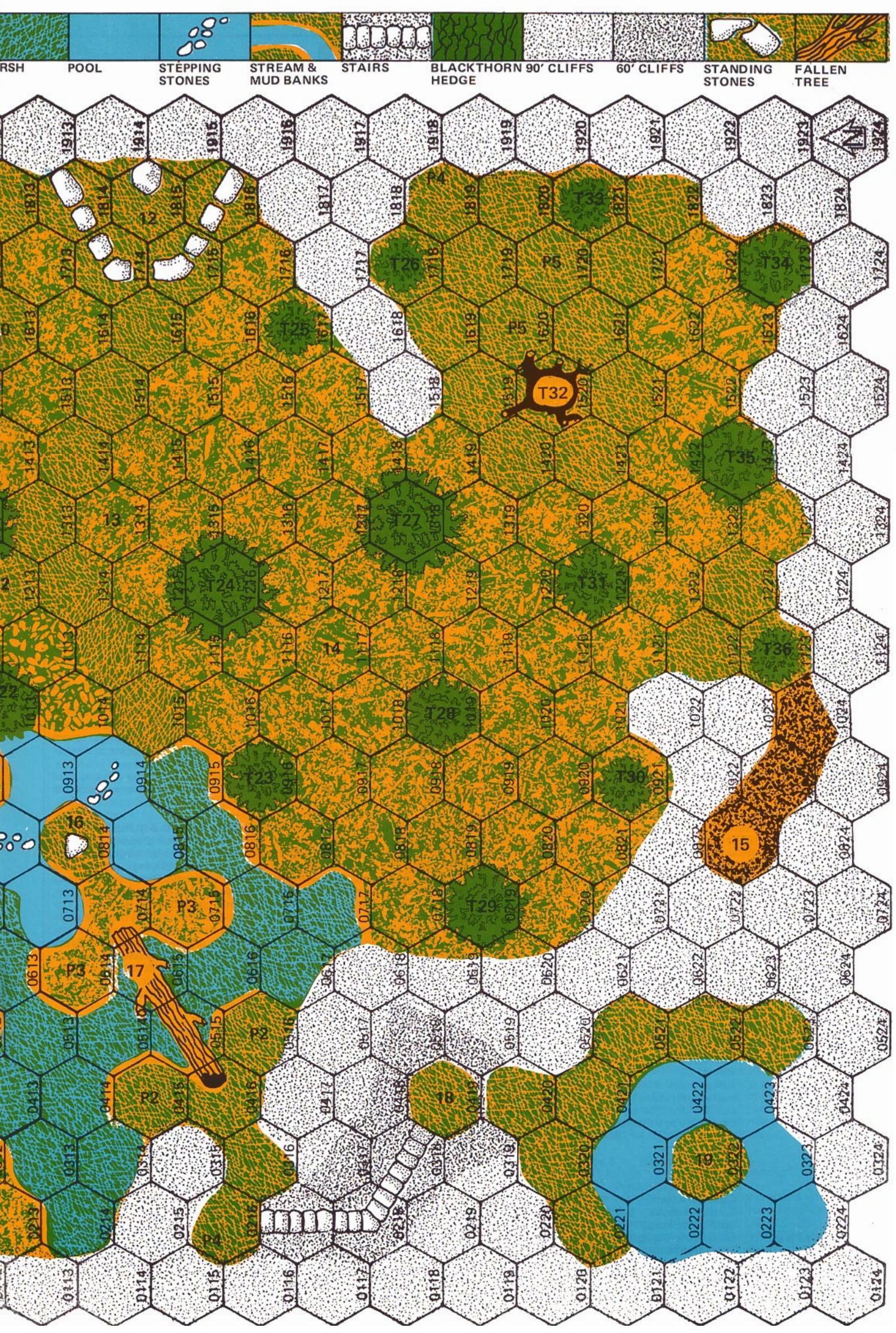
(a) Cautious movement over this terrain is not necessary since normal movement is already quiet.
(b) Cautious swimming in humanoid form is not possible. The figure in parenthesis is the points cost for the movement of an aquatic creature.
(c) Movement down a mud bank (from high to low ground) has no added cost, movement from low to high ground is not possible by climbing a mud bank, either a gap in the bank, broken ground or some special power/spell must be used to leave low ground. Any attempt to climb a mud bank is treated as if the druid attempted to enter an impassable hex (see below) unless he has some special advantage which is likely to help him overcome the mud's slippery steepness.
(d) If a giant blackthorn hedge is reduced to normal size (8' high) by dispelling it's *plant growth* (which was cast by an 8th level druid), movement through it is possible at a cost of: normal movement 3pts, cautious 6pts. Normal (Fast) movement through the hedge is not possible (despite the druid's special ability) since it is a cultivated and not a natural undergrowth.

# THE DRUID'S DRUIG

SCALE: Each hex is 1" (30') across (from hexside to hexside).

KEY




RSH
POOL
STEPPING STONES
STREAM & MUD BANKS
STAIRS
BLACKTHORN HEDGE
90' CLIFFS
60' CLIFFS
STANDING STONES
FALLEN TREE
N
T32
T33
T34
T35
T36
T26
T25
T27
T24
T31
T28
T23
T30
T29
P4
P5
P3
P2
P1
13
14
15
16
17
18
19

▶ The creatures in the grove are immune to the effects of this mist-illusion thus the dragon and the giant hornet in the grove can pursue any fleeing prey from the air and can attack whenever their quarry enters an open space (the dragon has the option of breathing on anything moving in the undergrowth but the target's Saving Throw would be at +3 due to concealment). If an aerial pursuit does occur, the flying creature will easily track the movements of it's prey through the undergrowth, and the prey, in turn, can track it when it is close, by the sound of it's wingbeats. There are few ways of losing an aerial pursuer without resorting to combat, here are two: Magical transport which cannot be followed from the air (ie *pass plant* or similar) and each consecutive round of 'Remain still and quiet to avoid detection by monsters' spent in rough terrain, has a cumulative 1/6 chance of the flier losing interest and leaving (*NB:* The dragon, being intelligent, may feign withdrawal in an attempt to lure the druid out of cover).

*Hearing.* After each character's 'stationary' round but before he moves, the DM should inform the player of any noises heard in the previous round and of any noises which occur during his move (unless they occurred in the same or an adjacent hex; if so they should be reported to the player immediately). Each noise is identified by Type, Distance and Direction.

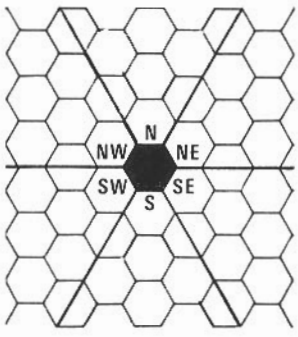
Type: As with listening at doors in dungeons, noises mustn't be specifically identified but described in general terms (although it will be found that some noises cannot be generalized).

Distance: Given in hexes, any noise made in the same hex is described as being at 0 hex range. The distance a noise will carry depends on its magnitude at source. Magnitude is divided into 4 categories.

**TABLE 4**

| *Noise Category* | *Distance Audible* | *Example of Noise Source* |
|---|---|---|
| Quiet | 1 Hex | Cautious movement over any terrain. Normal movement over grass, packed earth, stepping stones and stairs. Speech (including Spell Casting). Flying. |
| Moderate | 4 Hexes | Normal movement through any terrain except those listed above. Falling in a Pit. Swimming. Rock thrown through undergrowth (decoy). |
| Loud | 8 Hexes | Shrieker's wail. Combat. Screaming. |
| Very Loud | 12 Hexes | Dragon's roar. Lightning bolt. |

Direction: The area around a listener is divided into 6 Sectors: The direction of each noise is given according to which Sector it is in. Should the noise source be in a hex which is bisected by the border between two Sectors then it's direction is given as 'borderline between. . . .' naming both Sectors involved. If a druid is engaged in combat then all exterior noises will be drowned out by the sound of his own exertions. Whilst a 'stationary' druid is engaged in combat, the mobile druid will receive a hex-by-hex report on the direction and distance of the noise coming from such a combat if he is within hearing range.




*Monsters.* All monsters are hostile so players will find it impossible (without resorting to magic) to employ animal scouts or troops. All creatures will remain in their stated positions until disturbed. Once disturbed they will attack and pursue if possible but if a pursuing creature loses its quarry it will return to its starting point by the most direct route. The movements of such creatures may be heard and mistaken for the movements of a druid. Other than those creatures chasing druids there are no wandering monsters in the grove. To offset the druid's disadvantages of having to halt every other round and to reflect the difficulty ordinary creatures have in penetrating dense undergrowth the creatures populating the grove have had their movement rates reduced.

*Spells and Material Components.* The complete description of any spell used in the grove should be carefully read by the DM to avoid any misinterpretation. Although material components frequently occur in the grove, the usefulness of these items should not be indicated when mentioning them to the players — it is their task to recall (with the aid of a *PHB*) what material components are required for their spells.

The spells in Table 5 are either altered from the norm or requires special attention if used in the grove.

Lastly, in an effort to promote the contestant's reliance on their own strength and wits, neither druid will be allowed to memorize any of the following spells; *commune with nature, call woodland beings, animal summoning I, II and III.* Certain (obvious) spells may endanger the grove if used carelessly — thoughtless damage to the trees will forfeit the offending druid's claim to the disputed level but the removal of bark, branches, leaves, berries and nuts is permitted so long as no irreparable damage is done.

**TABLE 5**

| Level | Spell | Notes | | |
|---|---|---|---|---|
| 3rd | *Summon insects* | Only summons crawling insects when used in the grove. | | |
| 3rd | *Tree* | Druid must specify species of tree he is mimicking. | | |
| 5th | *Sticks to snakes* | Ash and oak sticks will become full hit point snakes; yew sticks will always become poisonous snakes. The statistics for these created snakes are as follows: | | |
| | | | Poisonous | Constrictor |
| | | Armour Class | 5 | 6 |
| | | Movement points | 8/round | 6/round |
| | | Hit Dice | 1 | 3 |
| | | No of Attacks | 1 | 1 |
| | | Damage/Attack | 1hp | 2-5 |
| | | Special Attacks | Poison | None |
| | | Special Defences | None | None |
| 6th | *Transport via plants* | Should the transporting druid be flung 1-100 miles from the grove, he is deemed to have fled and loses the contest. | | |

## HAZARDOUS TERRAIN

*Marsh.* Sunk several feet below the surrounding ground level and bordered by a steep, slippery mud bank, it is generally flat with a few hummocks of reed covered earth rising above the lank grass and black pools of stagnant water. There are many patches of quicksand beneath the grass and any creature attempting to cross the marsh may be caught unless it is adapted to movement across swamp (such as a snake, toad or lizard) or the quicksand in an area is nullified by spells (such as *transmute mud to rock*). If a creature has neither of these advantages then it has a 25% chance of becoming caught in the quicksand in each hex of marsh passed through. If a victim of quicksand makes a Dex saving throw (roll under Dex on 1d20) then it will have one chance equal to it's Bend Bars/Lift Gates percentage of pulling itself free. If this fails the quicksand pulls it's victims under at the rate of 1' per segment. 2 giant toads inhabit this swamp; due to their natural camouflage they are effectively invisible until they move. They will attack any creature that enters their marsh but although hungry they will not pursue further than 1 hex from the marsh. Giant toad, (*MM*), HTK 15 each, 4 movement points/round or one 2 hex hop. There are also giant leeches inhabiting the murky waters of the marsh — any warmblooded creature crossing the marsh will be attacked by 0-4 (1d6–2) giant leeches in each hex they pass through. These attacks are unlikely to be noticed (1% chance, check each round) until the victim emerges from the swamp when the victim will be able to see the leeches attached to his skin. Since no salt is available each leech will have to be attacked and killed before if can be removed. Giant leech, (*MM*), Hit Dice 1, HTK 6 each, Damage: 1pt per round commencing the round after penetration.

*Stream and Crescent Pool.* The stream flows from south to north. It is devoid of aquatic plant life with murky water, silt laden and unfit for human consumption. Despite its sluggish flow and narrow width (10') fording by normal means is not possible along most of its length due to its depth and the steep, slippery mud banks on both sides. Fording is only possible where there are stepping stones or in broken ground hexes where stones from a nearby rockfall provide a path across. Small (3") green fish can be seen swimming in the stream and pool. These are quippers and if any creature other than a quipper enters the water there is a 75% chance during the first round of intrusion (and a 40% chance each round thereafter) tthat 1d4 will attack. If any attacks penetrate and draw blood then all quippers in the vicinity (2d4+2 if the victim is in the stream, 4d4+4 if in the crescent pool) will go into a frenzy and attack the bleeding creature on the following round. Quippers, (*FF*), Hit Dice ½, HTK 3 each, 1 Attack (2 when frenzied), Damage: 1-2, 6 movement points/round.

Mud and clay material components — the banks of the stream, pool and marsh are entirely of mud except in broken ground hexes where the impact of the rock-fall has revealed a lower strata of clay.

## FLORA AND FAUNA FOUND IN THE DRUID'S GROVE

**1.** Cave inhabited by a young adult blue dragon, (*MM*), Hit Dice 8, HTK 32, cannot speak, does not sleep during the duel. 6 movement points/round (16 if flying). At the back of the cave is the body of an earlier duellist — and the only things that can be salvaged from this corpse are a scimitar, dagger and a pouch containing a sprig of mistletoe (Type 4 if used).

**2.** Here lies an ash tree felled by lightning. Charcoal (of a sort) can be gathered from the stump of this tree (harvesting time, 2pts per 'stick').

**3.** Any creature entering this hex will set be drained of heat for 4-32pts of damage each round by the brown mold (*MM*) which grows here.

**4.** Anyone entering this hex will set off 4 shriekers (*MM*) (HTK 14 each), which live in this clearing.

**5.** Waiting in this clearing is a screaming devilkin, (*FF*), Hit Dice 3, HTK 13, 1 Att for 1-6, 12 movement points/round (flying).

Special attack — Scream (which is continuous during combat), victims within 60' (2 hexes) must Save vs Petrification each round, failure results in inability to attack (with weapons or spells) that round (though defense with shield and/or any Dex adjustments to Armour Class is still permitted).

The devilkin's scream is audible up to 8 hexes away. Should the druid elude pursuit the devilkin will return to settle down quietly and await the next intruder.

**6.** Growing in the centre of this hex is a 10' diameter mound of yellow mold (*MM*), under which is a virtually visible iron chest (lid closed but not locked) with a silver bowl and golden sickle inside.

**7.** Anyone entering this hex has a 5 in 6 chance of falling in a 20' diameter, 30' deep, circular concealed pit, taking 3d6 damage from the fall. The pit is too deep and it's walls are too sheer and slippery for any druid to escape by normal means once he has fallen in. Some outside force, special power or spell must be used to get out. Druids with *detect snares and pits* running can pass around the pit without falling in.

**8.** These standing stones are 15' high, with an 18" gap between the stones. Inside this 'cage' is a huge minotaur; on an altar against the cliff-face and clearly visible from outside the cage is a small wooden shield, an oaken club, a tinderbox and a reed torch (burning time 2 turns). Not visible but

easily noticed if the minotaur is searched is a small pouch which contains a sprig of mistletoe (Type 4 if used). Minotaur, (*MM*), Hit Dice 6+3, HTK 45, 2 Atts; flail for 1d6+3, butt for 2-8, bite for 1-4. 6 movement points/round but can't leave the 'cage'. Minotaurs are not affected by *invisibility to animals, charm person or mammal* nor *hold animal*.

**9.** Amongst the gorse, waiting in ambush is a needleman (*FF*), Hit Dice 3+4, HTK 19, 1-6 Atts per round (range 1 hex), 1-2 damage per needle, 9 movement points/round. Whilst in undergrowth a needleman is 75% undetectable and will surprise on 5 chances out of 6.

**10.** In the centre of this clearing is an iron chest (lid closed but not locked), with a silver bowl and golden sickle inside. Growing on and around this chest is a yellow musk creeper (*FF*), Hit Dice 3, HTK 14. It has 2 flowers (2 Atts/round, range 10'), 'damage' per attack, save vs magic or become entranced (the druid's resistance to woodland charms is not effective against this attack as it is a biochemical and not a magical attraction). Once entranced the plant will devour it's victim's brain until he is either killed or converted into a yellow musk zombie. This plant doesn't have any zombies to protect it (yet). The plant itself cannot move.

**11.** Concealed under a thin layer of turf, is a 25' diameter circular net, connected to a supple branch of T20 by a *snare* spell (3rd level druidical) which has been modified to draw the net up and tightly around anyone stepping on it – due to the dweomer of the spell and the camouflage of the net there is only a 1 in 6 chance of noticing this trap (check once the first time the creature comes within 1 hex of the net. Druids with *detect snares and pits* running will notice this trap and may pass through this hex at normal movement rate without becoming caught). Creatures unaware of the trap will be snared automatically and the victim will take 2d4pts of damage from the barbed hooks sewn into the net and will end up suspended from a branch of T20. Once caught escape by normal means is not possible – *some outside force, special power or spell must be used to gain freedom* (there is just enough room in the net for the druid to perform any somatic movements required. *Shapechanging* into the smallest creature possible will allow the druid to pass through the net, a successful *dispel magic* cast on the *snare* will cause it to release the net but the resulting fall will cause 1d8pts of damage – the *snare* spell was cast by an 8th level druid).

**12.** These standing stones are 15' high, with an 18" gap between the stones. Inside this 'cage' is a huge ogre guarding an altar against the cliff-face and upon which is a small wooden shield, an oaken club, a tinderbox and a reed torch (burning time 2 turns). Not visible at a glance but easily noticed if the ogre is searched is a small pouch which contains a sprig of mistletoe (Type 4 if used). Ogre cheiftain, (*MM*), Armour Class 3, Hit Dice 7, HTK 37, Att at +1 prob due to strength, (halberd 1-10,+3 due to strength). 5 movement points/round but can't leave the 'cage'.
Ogres are not affected by druidical *hold animal* or *charm person/mammal* spells.

**13.** Hidden in the undergrowth is a huge wolf spider which will pounce on any passing creature with a 5 in 6 chance of surprise. Huge spider, (*MM*), Hit Dice 2+2, HTK 13, Att: bite 1-6 + poison (Save at +1). If a druid fails any Save vs Poison then he will take 15pts of damage 2-5 rounds after the venom was injected (zero poison damage if the Save was successful). 12 movement points/round (over as well as through the undergrowth) plus a 1 hex leap each round.

**14.** In the centre of this clearing 'grows' a whipweed which will attack anything that enters it's hex. Next to it is a wooden chest (lid closed but not locked) with 2 suits of leather armour (one suit to fit each druid), a scimitar and a dagger inside. Whipweed, (*FF*), HTK – stalks 15, base 12. Hit Dice – stalks 2+4, base 1+4, probability to hit as a 3 Hit Dice monster. 2 Atts per round for 1-10 damage each. Movement negligible.

**15.** This cave is illuminated by the brilliant glow emanating from a silver scimitar embedded in the north-west cave wall. The following words are inscribed in Common, on the rock beneath the scimitar: *If this sword can be removed from the stone, then a blow may be struck to end the contest.* To remove the sword from the stone the druid must either pull it out (chance equal to druid's Bend Bars/Lift Gates percentage) or destroy the rock around it (using *rock to mud* or similar). When the sword is freed from the stone it's glow will be extinguished (and the cave will be plunged into darkness unless the druid has an alternative light source prepared), and a wraith, which had been trapped in the rock, will attack the druid, surprising on a 1-3. If the wraith hits the druid the duel will end because the druid will no longer have sufficient experience points to contest the level. The silver scimitar is just that – wraiths can be hit by silver weapons but only for ½ damage. Wraith, (*MM*), Hit Dice 5+3, HTK 26, Att for 1-6 plus energy level drain. 12 movement points/round (24 if flying) but cannot leave cave.

**16.** In the centre of this hex stands a monolith inscribed with runes written in a form of Druid's Cant that can be read by any druid taking a full round to decipher them. They say: *In cliff-bound enclave beyond the high pass, rock, wave and sky await Prometheus, who shall rule the Haven and, shielded from unearthly danger, shall strike his foes with impunity.*

**17.** All that now remains of a truly giant elm tree is this length of hollow trunk which lies across the marsh forming a bridge from one side to the other. This 'tunnel' is inhabited by a giant boring beetle. The cost of movement inside the trunk is the same as for 'Packed Earth' and movement along the top of the trunk is possible at a cost of normal movement: 4pts, cautious movement: not necessary since normal movement is already quiet, but the tree trunk is coated with moss and slime so anyone trying to walk along it must make a Dex saving throw (roll under Dex on 1d20) for each hex traversed. Failure results in falling off and a 50% chance of becoming caught in quicksand as well as attack by the giant leeches of the marsh. A druid cannot use any Dex bonuses to Armour Class whilst walking along the top of the trunk.

**18.** The stairs climb 60' from ground level to a viewing platform at the top of the gorge from which the Haven can be seen but not the rest of the grove due to the higher cliffs blocking the view. The southern edge of the platform is a sheer 60' drop to the floor of the Haven below. The platform is guarded by a cave bear, (*MM*), Hit Dice 6+6, HTK 36, 6 movement points/round.

**19. The Haven.** A grassy border surrounds a roughly circular pool which is fed by a waterfall. In the centre of the pool is an islet with a crystal bowl filled with an oily liquid on it. If this is lit (ignition requires a magical fire of some sort) then a combined *protection vs evil* and a *minor globe of invulnerability* will shield the islet for as long as the fire burns (45m/r). The pool is inhabited by a water weird (*MM*), Hit Dice 3+3, HTK 15, 12 movement points/round which will attempt to prevent anyone getting to the isle. The *protection from evil* will keep out all summoned, conjured and enchanted creatures such as *summoned insects, insect plague, creeping doom, sticks to snakes,* elementals (including the water weird if it still lives), any animal under the effects of *animal growth* and even the druid if he is in *shapechanged* form (because that counts as an enchanted creature). At the same time the *minor globe of invulnerability* will keep out all 1st to 3rd level spells whilst allowing the druid inside to cast these spells outwards.

To negate these the oil fire must be extinguished. *Quench fire* (reverse of *produce flame*) and *fire quench* (reverse of *fire storm*) will out the flames instantly, *control weather, weather summoning and control winds* used to either blow out the flames or douse them with rain will have varying effects to be decided by the DM. Remember 1st to 3rd level spells cannot reach the bowl, so *create water* will, for instance, fail. The bowl cannot be overturned as it is firmly anchored to the rock.

**FLORA**

**P1.** Bluebells grow amongst the grass in this clearing.
**P2.** Clover (shamrock) grows amongst the grass.
**P3.** Stinging nettles grow amongst the gorse here.
**P4.** *Ivy grows upon the cliff-face at this point; if the intervening terrain is clear, it can be seen from up to 5 hexes away.*
**P5.** Marigolds grow amongst the grass in this clearing.

**T1.** Silver birch.
**T2.** Silver birch.
**T3.** Common yew.
**T4.** Common ash. If the hex is searched ivy will be found growing on this tree.
**T5.** Common lime (linden). If this hex is searched mistletoe will be found growing on this tree. Up to 10 sprigs may be gathered.
**T6.** Common lime (linden).
**T7.** Holly.
**T8.** English oak.
**T9.** Dead silver birch, still firmly rooted but withered and black, apparently a victim of a hard frost.
**T10.** Common yew.
**T11.** Weeping willow.
**T12.** English elm.
**T13.** Silver birch.
**T14.** Holly.
**T15.** English oak.
**T16.** Scots pine.
**T17.** Scots pine.
**T18.** Common lime (linden). If this hex is searched mistletoe will be found growing on this tree. Up to 10 sprigs may be gathered.
**T19.** Common ash. If this hex is searched, ivy will be found growing on this tree.
**T20.** English elm.
**T21.** English oak.
**T22.** Weeping willow.
**T23.** Weeping willow. 2 giant ticks will leap from this willow onto any creature entering this hex. If the hex is searched mistletoe will be found growing on this tree. Up to 10 sprigs may be gathered. Giant tick (*MM*), Hit Dice 4, HTK 18 each, Movement – negligible (they only attack creatures which enter their hex).
**T24.** Common ash.
**T25.** Holly.
**T26.** Common yew.
**T27.** Sycamore.
**T28.** Common lime (linden).
**T29.** English elm. 2 giant ticks will leap from this elm onto any creature entering this hex. Giant tick (*MM*), Hit Dice 4, HTK 18 each, Movement – negligible (they only attack creatures which enter the hex).
**T30.** Holly.
**T31.** Sycamore.
**T32.** Hollow oak. Long dead but still standing (no acorns nor any usable leaves, twigs or branches but bark still remains). This tree is the lair of a giant hornet. It is intelligent enough to allow intruders into it's glade to come completely into the open before attacking them. Giant hornet (*FF*), Hit Dice 5, HTK 25, 12 movement points/round. Inside the oak (which can be entered through a split in it's trunk 5' up it's north-east side) is a suit of magical *+1 leather armour* which expands or contracts to fit any wearer (this armour must be returned at the end of the contest).
**T33.** Scots pine.
**T34.** Sycamore.
**T35.** English oak. If this hex is searched mistletoe will be found growing on this tree. Up to 15 sprigs may be gathered.
**T36.** Rowan. Magical guardian of the cave, any creature entering this hex will be 'attacked' by this tree, it has 8 Atts/round and 'to hit' probability of a 1 Hit Dice monster. Each hit drains 1 spell (victim choses which spells are lost). The rowan is not a physical barrier barring entry into the cave but unless it is incapacitated any druid passing through must suffer the consequences of its attacks (going in and coming out). ■

## THE WARLOCK OF FIRETOP MOUNTAIN
**Puffin Books £1.25**

*The Warlock of Firetop Mountain,* is, in gaming terms, a fairly simple programmed solo dungeon. Its uniqueness, however, as may be guessed from the publisher's name and its paperback format, is that it is designed to sit on the children's shelves of a bookshop as much as in a games shop.

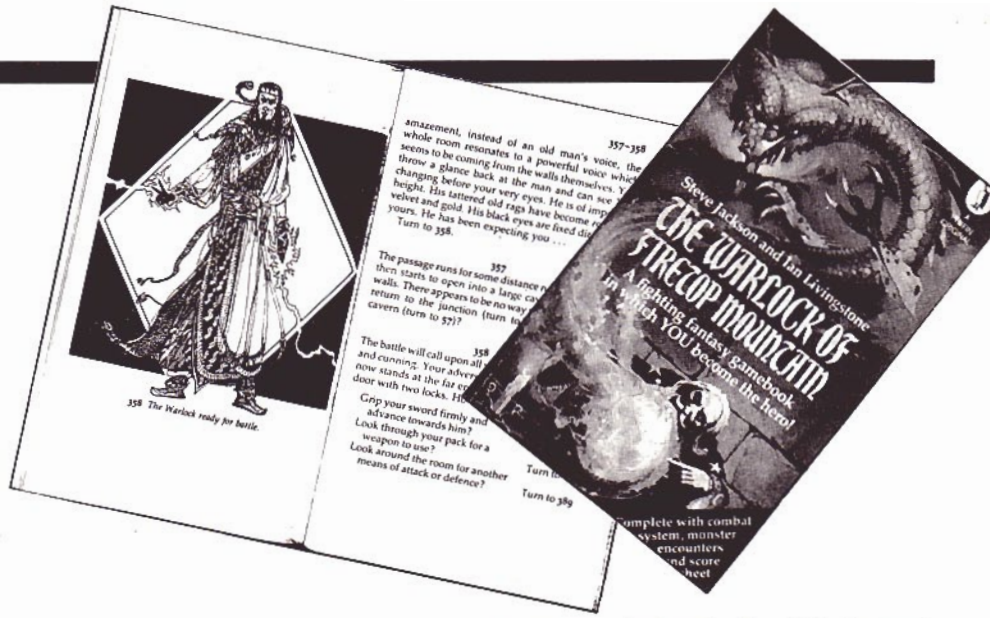
Our intrepid hero, sword in hand, must journey deep into the labyrinths of Firetop Mountain, there to do battle with all manner of evil creatures, and loot from them the keys to the evil warlock's treasure. Then he must locate the great man himself, destroy him, and steal his treasure. On the way the character may find several artifacts, magic weapons and other items that may, or may not help him on his quest. Obviously, the scenario is a little unrealistic – what with the Warlock's keys scattered around the dungeon, for example. But that shouldn't stop anyone enjoying it.

The rules and combat are explained in ten quick pages; they are simple but effective, and are enlivened where necessary in the dungeon by special rules in the text. The Hero has three characteristics – skill, stamina and luck – which are generated initially by rolling dice, and all of which will vary according to the warrior's fortunes during the adventure. Obviously, the scope for role playing in any solo dungeon is somewhat limited, but the game is not wholly hack and slash, and talking to denizens is frequently more effective than slicing them up. The book is most attractively produced, the most striking feature being the 34 full-page illustrations by Russ Nicholson which effectively illustrate the text for the most important encounters, and which a games master might want to use later as illustrations for his own dungeons.

Of course, one of the major problems with solo dungeons crops up when the first adventurer dies, and a second must somehow take over in his stead, theoretically knowing no more of the dungeon than his forerunner did when he began. The player is advised to make a map – the implication being that a second hero can quickly move through the area cleared by the first, and thus effectively take over where he left off. The solution is not ideal, but it is probably the best available within the limits of the game system.

The book would make an ideal present for anyone who has expressed an interest in role-playing games, or indeed any young brother (or sister!). I imagine that the minimum age would be about ten, but I would recommend it to novice and veteran players alike for quite a few hours of entertainment. The authors, Steve Jackson (UK *not* USA) and Ian Livingstone (there's only one), are to be congratulated on the successful development of an original idea that should benefit the whole hobby.

**Overall: 10** **Nicholas J R Dougan**




## TROLLPAK
**Chaosium Inc £14.95**

*" 'UZ', n (in Genertelan history) one of a race of ancient beings who included gigantic and dwarfed forms, inhabiting caves, subterranean dwellings and waste places; noted for their voracious appetites. (Old Trollish 'uz', 'the folk'; their name for themselves)"*

The box describes *Trollpak* as being Troll facts, secrets and adventures for *RuneQuest.* What it doesn't say is that it's one of the most well thought-out and interesting of all their role-playing aids to date.

The box contains three books, player handouts, an extra scenario and a map. There are fairly few errors in any of the books, those that are being inaccurate character stats. Hopefully, *Chaosium* will, one day, produce a play-aid which has none of these small, but annoying, inaccuracies. It might be worth checking the stats before playing some of the scenarios.

The first book, *UZ Lore: Troll Legends and Natural History,* contains the troll mythos, much of troll history – before and after time – a sample social structure/hierarchy, a political and social description of the Dagori Inkarth area (Uzdom), an example of a troll cavern-complex, troll evolution information, articles on troll anatomy and digestion (given time they can eat through rock) and an insect study. There are also many shorter essays and notes in the margins giving further insights into troll life. On the whole, this seems to have been a labour of love for Greg Stafford and friends. As you can see, there is an impressive amount of information packed into 64 pages, much of it putting trolls into a totally new perspective.

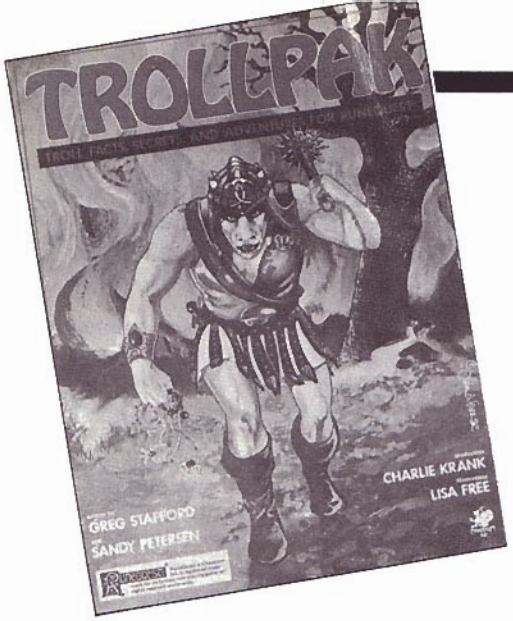
The second book, *Book of Uz: Creating and Playing Troll Characters;* not only does this have a comprehensive troll-character generation system, including a 'prior experience' section, but also has articles on troll family life, childhood, mating habits, hospitality and housing. Following this are descriptions of the seven major troll Cults, three of which have been published before but have been revised and amended. The cults are Aranea (goddess of spiders – Cragspiders' Goddess), Gorakiki (the goddess of Insects), Argan Argar (god of the surface darkness and civilised trolls), Xiola Umbar (as previously stated the 'not-so-gentle' goddess of healing – actually very powerful), the Hunter cult (troll Foundchild – from Griffin Mountain), Kyger Litor and Zorak Zoran, both from Cults of Prax. In the back is a glossary and a few pages of statistics for the giant insects which the trolls use. This excellent book should provide NPT's and player-trolls with many motives – whether it's a trollkin attempting to incite a trollkin revolution or a mistress-race troll getting caught up in inter-clan politics. Something else which they suggest is a general upgrade in INT for intelligent beings, humans and dark trolls now having 2d6+6 INT – apparently part of a general rethink of intelligent creatures.

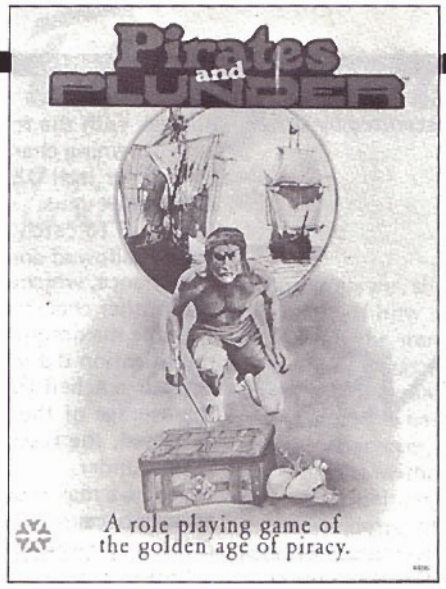
The third book of the set *Into Uzdom: Adventures in Troll Lands,* contains descriptions of five basic scenarios relating to trolls, most of which can be played from two or three separate angles, both troll or human biased. All, of course, are based in the Dagori Inkarth area, bar the Crab Town scenario which is beside Skyfall Lake in Dragon Pass. Details of the Sazdorf's Lair is provided, to use either as a base for player-character trolls or as a separate scenario. Also included are rules for 'Trollball', the popular (at least amongst trolls) team game. These have been revised since *Wyrm's Footnotes 7,* giving a faster game*.

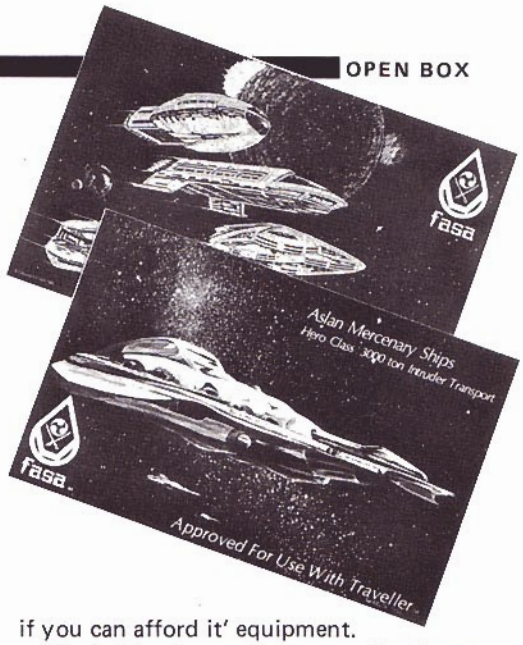
The extra scenario *The Munchrooms* comes in two booklets for players and referees use. It deals with a small trollkin rebellion and is playable from a human standpoint (aiding or repressing the rebellion) or a troll standpoint ('Let's put those **** Enlo (trollkin) in their place!).

The map is of an area to the east of Dragon Pass, Shadows Dance or Dagori Inkarth. Its half-pictorial style can easily be tightened up in areas to suit individual campaigns. It shows all the major centres of troll population as well as major roads, paths and settlements. On the back is a Trollball pitch at a scale of one 15mm hex to one meter.

The first two books easily justify buying *Trollpak* on their own. The addition of the scenario book makes it an invaluable




addition to the campaign. Many details are easily adapted to non-Gloranthan campaigns, resulting in an excellent product.
**Overall: 9** **Tim Moyse**

* In the *Trollball* rules the Agility bonus is mentioned, but details are omitted. For those who do not have *Wyrm's Footnotes 8:*
**Agility Bonus Chart**

| | *Characteristic Roll* | | | | | |
|---|---|---|---|---|---|---|
| *Char.* | 1-4 | 5-8 | 9-12 | 13-16 | 17-20 | Ea +4 |
| STR | -10% | -5% | 0 | +5% | +10% | +5% |
| SIZ | +10% | +5% | 0 | -5% | -10% | -5% |
| DEX | -10% | -5% | 0 | +5% | +10% | +5% |

## PIRATES AND PLUNDER
**Yaquinto** **£12.95**

This is an excellent new role-playing game from *Yaquinto,* a company previously noted for good boardgames. The game comes in an attractively illustrated box, containing a basic rules book, an advanced rules book, a book covering further adventures, a set of eight double-sided map sheets, a pad of over fifty character sheets and two dice.

The game is presented by a programmed instruction technique that lets you get to grips with it a step at a time, an improvement on the previous 'read-it-all-at-once' approach. You can literally start playing this game within twenty minutes of opening the box. The game master is provided with text, which lays down a background to successive situations. As each situation arises sufficient rules are provided to play it through. Once the basic rules of combat are understood, you can stay with them or implement the more advanced rules at whatever pace you choose.

Briefly, the story begins with a large pirate raid into Central America, during which the players are captured. Players now work out their characters. In jail other prisoners start a fight over the food ration. Brawling rules are supplied. Depraved Spanish captors want a little gladiatorial amusement. Sword fighting is introduced. The game continues in this vein, with the characters getting a chance to break out, liberate supplies for the three-day march (through jungle) to the port, during which they must also liberate more fellow pirates if they hope to crew a stolen ship.

The combat system is elegant in its simplicity, while retaining plenty of atmosphere and realism, appropriate to the film-style swashbuckling that the game is trying to recreate. Combat is broken down into the principal areas of brawling, sword fighting, firearms and throwing weapons, and is based on 2d10 and a couple of universal tables. The advanced rules allow you to distinguish between different weapons in the broad categories, eg boarding-pike, cutlass, rapier, chair leg, blowgun, pistol, etc.

*Pirates and Plunder* presents a unique fusion of three styles of gaming. The game as a whole is a role-player, the character sheets and combat system have fairly obvious roots in boardgames, and someone in the design team was a table-topper, because mass combat rules are included, for squad to section level actions featuring player characters. A sensible move when you consider pirate crews ranged from twenty-five to above two hundred and fifty in size. The next game in the *P&P* series is to be eagerly awaited, as it covers ship to ship actions and further scenarios.

This is a good game, because it is full of atmosphere and the rules can be as simple or complex as you want. The rules cover tactical and strategic situations and also pirate amusements like gambling, target shooting, arm wrestling, Irish Standown and drinking contests. Not to be missed, is the superbly euphemistic section on tea, crumpets and professional conversationalists. This game could also recreate the Three Musketeers milieu and some of R E Howard's later stories.
**Overall: 10** **Murray Writtle**

## MERCHANT CLASS SHIPS £8.95
## ASLAN MERCENARY CRUISERS £8.95
## THE FCI CONSUMER GUIDE £3.95
## FASA

Three more 'approved for *Traveller*' products in *FASA's* expanding range have been released recently; two ship plan packages and one booklet of essential and 'nice if you can afford it' equipment.

Each ship plan package comes in a large and somewhat flimsy card box — the sort that really needs to be full to avoid being damaged. This, however, is the only real criticism, as the plans themselves and the supporting material show continuing improvement over past efforts from the company. The plans are clearly printed and locations labelled where necessary, standard rooms such as staterooms being readily apparent from the furniture arrangement; though I know that some referees prefer keyed deck plans so that players aren't sure where they are on a ship — it's a matter of taste. Other material in the box is a sheet of 112 counters representing crew, passengers, boarders etc. in different colours, including one counter depicting each ship for space movement and combat purposes, one 16-page booklet giving class statistics and descriptions, and another 16-page booklet of background and suggestions for adventures.

As for the ships themselves, *Merchant Class Ships* contains six 1,000-ton merchant designs with variations in the cargo/passenger ratio, armour and weaponry. *Aslan Mercenary Cruisers* has two 3,000-ton Aslan designs, an Intruder Transport and a Battle Leader. The background and designs in the Aslan set are probably more interesting to the *Traveller* afficionado, but the merchants have a more general usefulness.

The FCI Consumer Guide is quite simply descriptions and statistics of over one hundred items of *Traveller* equipment, together with a system for the referee's use to determine availability and reliability. Not all the items are new — some are standard *Traveller* fare (such as Vacc Suits) and some have appeared as one-offs in *GDW* adventures. The lists are divided into Camping Gear, Personal Gear, Life Support Devices, Tools, Vision Aids, Communication Gear, Weaponry and Accessories, Clothing. This booklet collects together a great deal of useful information suitable for any type of *Traveller* campaign.

| **Overall:** | **Novice** | **Expert** |
|---|---|---|
| **Merchant Class Ships** | 8 | 7 |
| **Aslan Mercenary Cruisers** | 6 | 8 |
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**Bob McWilliams**

RuneRites *is a regular department for* RuneQuest *edited by Oliver Dickinson. This issue some. . . .*

# RULES ADDITIONS

## by Simon Early

Many new players find it difficult to devise simple introductory scenarios for starting adventures. The trick is to use as many of the characters' skills as possible, and outdoor scenarios are usually more suitable than dungeon-delving into vast labyrinths – especially in *RQ*. Here are a few ideas, with some new rules (interpretations and extrapolations of the basic rules).

As the party are travelling upriver, they hear a sound in the bushes (a Listen roll is required to hear above the background noises). Wheeling around, they at first see nothing, unless a Spot Hidden roll reveals the dark forms of beasts. As tuskers burst out of the undergrowth, panic ensues among the party. The more alert members (Alertness roll = INT x 5%, or INT x 3% for more difficult tasks) will notice that although the Tuskers are riderless they are wearing saddles and other riding equipment.

The party have various options open to them:

**1.** Climb a handy tree (luckily, there are several about). For climbing only half the possible ENC may be carried without penalty, and each ENC point over this subtracts 5% from the chance of success.

Once a character is up a tree or whatever, he/she may aid companions: this will either add 25% to their chance of success or double it (after encumbrance modifications) – whichever gives the higher chance. [If a roll is missed, the damage for falling should not exceed the equivalent of a 2d6 metre fall.] Aid may be in the form of a hand, or a rope over longer distances. Assisted characters would not normally get an experience roll, unless the GM is kind or the climb still very hazardous. For climbing cliffs or other large distances, several successful rolls would be required to complete the climb. However, if a roll is missed it should not result in instant death as you fall 200 metres to the valley below. A character should be given a luck roll to catch onto a handy branch or rock (this system can also be used for jumping over pits etc). The luck roll is dependent on how badly the climbing roll was failed, as follows:

If climbing roll is missed by 5%, luck roll = POW x 5% or less
If climbing roll is missed by 10%, luck roll = POW x 4% or less
If climbing roll is missed by 15%, luck roll = POW x 3% or less
If climbing roll is missed by 20%, luck roll = POW x 2% or less
If climbing roll is missed by 25%, or more, luck roll = POW as percentage or less.

Rolls of 96+ should be treated normally (100% or better in climbing should be counted as 95% only); characters who fumble will get no luck roll. For damage assume (where appropriate) the equivalent of a 1d6 metre fall, and then another luck roll can be attempted (note that, although the distance fallen will be far more than 6 metres, sliding down a slope will reduce the damage).

If a character must pull him/herself up after a fall when on the edge of a pit, hanging from a tree limb etc (or in any similar circumstance, such as scaling a wall unaided) use the following roll: STR vs SIZ + 1/3 ENC on the standard Resistance Table. If this roll is failed three times in a row, the character loses his/her grip and falls.

**2.** Swim the river (as it is too wide to jump). Swimming is as normal, with the following additions:

*a.* A drowning character can be saved by friends throwing a rope to him/her (roll DEX x current CON modifier as a %; thus, when a character must roll CON x 3% to hold breath, he/she must roll DEX x 3 to catch the rope). Once the rope is grasped the character is allowed another swimming roll at +25 or double the normal chance, whichever is greater.

*b.* Another character can swim to the aid of a drowning comrade (assume maximum swimming speed = normal walking speed, with modification if a *mobility* spell is cast). When the drowning character is reached the rescuer attempts a life-saving roll, equal to the average of the characters' swimming percentages. If this roll is missed, the rescuer must make a normal swimming roll or be pulled under. . . . The rescue may be attempted any number of times, to a maximum of once a MR, until there are no more people to save because they have drowned or been successfully rescued.

*c.* When swimming across a strong current a character must take care not to be swept downstream. Reduce the swimming chance by 5% for each point of the current's STR in excess of the character's. Most currents have a STR of 3d6, but raging torrents of 40+ STR are not unknown.

**3.** Fight. The party members who chose to stay or failed to climb to safety will now fight the tuskers. If a character sets his/her spear to receive a charge, a hit will inflict the normal weapon damage plus the damage bonus of the charging beast, rather than the character's own damage bonus. A spear so set can be used to attack the charging beast or its rider; when fighting opponents on large mounts, use 1d10 for hit location – to reflect the fact that lower hits are likely – and the rider should roll 1d10+10 to reflect the probability of a high hit.

After defeating/evading the tuskers the party decide to find out where they came from (Tracking roll required). They arrive too late to save one of the combatants, a centaur, who has bled to death. (Although they would need to know *xenohealing* to do so which must be used on any other race but your own. A centaur would similarly have to use *xenohealing* on a human.) They search the bodies of both the centaurs and their foes, the tuskers and their riders. Hidden between layers of clothing on one of the tusk riders (a Spot Hidden roll required) they find a map. Unfortunately, none of the party can read the notes in Dark Tongue on the map, but Drucilla luckily recognises some of the landmarks (a successful Mapmaking roll is needed, plus a prerequisite of some knowledge of the area!). The party travel to the caves on the map and set about exploring them.

Deeper into the caves the party are under attack by spiders; they retreat down another exit, only to find it cut off by a 3m wide pit. Herman and Razorbeak hold off the spiders while Drucilla and the rest of the party attempt to rig a rope to aid them (Fortunately, the presence of a stone 'bridge' makes this easy – only a DEX x 5% roll and a few melee rounds are required). For jumping use the same ENC rules as for swimming and the following additions: *1.* For each 0.1m attempted above normal allowance -5% from ability. *2.* Jumping 1/2 or less of maximum distance, double chance (after ENC modification). *3.* Jumping from a standing start, halve distance that can be jumped and double ENC and distance penalties. *4.* If rope-assisted, add 25% or double chance of success, whichever is greater. *5.* Four-legged animals (and possibly characters with *mobility*) double the distance that can be jumped and halve the distance penalties, due to the greater speed they attain in their run-up. Obviously, from a standing start they are as badly off as anyone.

*Example:* Herman is SIZ 10, capable of a 3m jump at 90% (he's done this before). He is already carrying all his 1/2 normal ENC (after tossing his sword over to Drucilla); unfortunately, he also has to carry the unconscious body of Razorbeak, who has been overcome by poison. Razorbeak is only SIZ 4, which converts, in the normal way, to 12 ENC (rather than 20, as the original printings of the Orlanthi *telekinesis* spell would have us believe): (see *WF 12*, p20). 12 ENC gives -60% to his chance of success; using the rope set up earlier doubles the remaining 30% to 60% (if Herman had retained his two-handed sword he would have had 20% chance, + 25% for the rope). Herman would like to dispose of more of his items to increase his chance, but has no time as the spiders rush towards him. ■

# A Guide to Dungeon Mastering

## Part III: Some Conclusions

by Lewis Pulsipher

Don't run a double standard. Whatever you allow the players to do, the human 'monsters' should be able to do. This will also help you if players complain about your rulings (as they surely will). Just remind them that whatever advantages you give to them you must give to the enemy as well.

Always assume that the adventurers will get through, regardless of how difficult you make it, and you'll not be in danger of giving away too much treasure or magic. Remember that for every self-restrained player there's one whose aim is to accumulate as many advantages as he can. Don't let this sort push you around.

Every DM makes a mistake sooner or later, allowing a player character to gain some magic item or ability which unbalances the game. When one character is so powerful that the others become onlookers or minions, something must be done. Typically, an inexperienced DM will begin a vendetta against the character, usually resulting in theft of the item or death. This is reasonable only if the vendetta arised from the game situation, for example when the former non-player owner of the item pursues the character. Otherwise it is at the least unfair, at the worst likely to destroy your campaign. The players can usually notice that the DM is out to get a particular character; they will probably, and the player involved will certainly, think that you are cheating, trying to take back a fair gain. Your personal relations with the player involved can deteriorate, and he may begin a vendetta against your characters in other games, particularly if he is DM.

There are two better ways to repair the damage. First, reason with the player, showing him how he is unbalancing the campaign regardless of how much he enjoys lording it. Try to persuade him to give up the item or ability, perhaps in return for less powerful items or magic which cannot be used indefinitely. If that doesn't work, ask the player to retire his character until other player characters have become as powerful. In the meantime he can run another character, enjoying the thrill of possessing the 'great man' (or woman) without ruining the adventures for the rest of the players. If neither of these methods work you can finally resort to the vendetta, but in a mature group of players such desperate action should never be required.

If you DM *AD&D* long enough you'll see characters rising to levels and powers too great for the game mechanics to handle, and too powerful to adventure with newer characters. At higher levels luck begins to dominate the game, because the first strike is so powerful and because all participants have so many to choose from. The best way to cope with this is to move the character(s) out of the adventuring part of the game. This can be accomplished in several ways. The worst is to arbitrarily start a vendetta against the characters until they're dead. A better alternative is to persuade the character to retire permanently to his castle where he can collect taxes, make magic items, gather information, and enjoy himself. If a player refuses to retire, persuade him to become involved in the politics of your world. While he concerns himself with dynasties, colonisation, economics, wars, court intrigue, he won't be gaining many experience points and he won't be ruining the adventures of other characters. The politico must work behind the scenes, which largely neutralizes his great powers and magic items. It's a challenge to the player, as well, and he can use other characters for normal adventuring.

If the player is recalcitrant, consider these possibilities. The more powerful a character becomes, the more well-known he becomes. Lower level characters will be out to kill the famous characters to show how tough the young ones are. The 'gunslinger effect', as some have called it, may force characters into retirement to avoid death in an ambush (Jesse James was shot in the back. . .). And if that doesn't work, remember that eighteenth level magic-users can cast the *wish* spell. Really powerful characters are going to be caught up in the wish wars, in the affairs of the gods and the representatives of the gods. They'll spend all their time staying alive, avoiding the effects of enemy *wishes,* dodging the demons which appear in their sanctum sanctori, etc. They'll have no time for mere adventuring! But don't try to actually conduct the wish wars unless you want a permanent headache. Just let the player concerned know what's happening, and if he really wants to play it out, he'll probably die before he gets the hang of it.

DMing is not a one-person activity, nor can it be pursued as though there was an absolute right way to do things. The point of the game is to have fun; if your players aren't having fun, perhaps it's partly your fault. You can't let players take advantage of your better nature to gain unfair or unearned advantages, but on the other hand you should not be dogmatic or sadistic.

The simple everyday rule, 'not everything you read is true', must be applied (in modified form) to *D&D.* Not everything printed in magazines or even in 'official' rules is useful for your campaign. In fact, some of it isn't useful to anyone with any intelligence and good sense. No one is obligated to use every additional rule or monster, nor can you let your players push you around merely because whatever foolishness they want to perpetrate is backed up in print. There are so many different ways to play *D&D* that no one can possibly use every rule suggestion printed – there would be too many inconsistencies, if nothing else. That goes for what I have said in this series, as well. Use your head – there's nothing sacred about the written word, and both authors and editors are fallible. Your campaign is what you make it, your responsibility alone. Anyone can run a good *D&D* campaign, but only if he's willing to work at it. ■

# More Necromantic Abilities

by Graeme Davis

Treasure Chest *is a regular department devoted to readers' ideas for* D&D. *This issue is a collection of abilities for use with* WD35's Necromancer.

## REGENERATE UNDEAD

Usable by: *Necromancer* Area of Effect: *One recipient*
Grade: *3* Components: *V, S.*
Range: *10ft* Casting Time: *1 round*
Duration: *Permanent* Saving Throw: *None*

Allows the caster to restore lost hit points to undead under his or her control. 1d8 hit points are restored per 3 levels of the caster.

## GUARDIAN

Usable by: *Necromancer* Area of Effect: *Special*
Grade: *2* Components: *V, S, M.*
Range: *Touch* Casting Time: *1 round*
Duration: *Special* Saving Throw: *None*

Turns a humanoid skull into an alarm, which can be set to trigger according to very detailed conditions, as a *magic mouth.* When the alarm is triggered, the skull emits a piercing wailing noise for one turn or until destroyed. If left undisturbed the skull will disintegrate as it ceases screaming.

## BIND

Usable by: *Necromancer* Area of Effect: *Special*
Grade: *5* Components: *V, S.*
Range: *10ft* Casting Time: *1 round*
Duration: *Special* Saving Throw: *None*

This ability is used to bind *friendly* undead to a specific task, whose conditions may be specified as in the 2nd level MU spell *magic mouth.* While awaiting these conditions, the bound undead will be inanimate and will not register as undead on any detection spell, ability or device. They are turnable in the usual fashion. After the task is completed, the undead are freed of the caster's command. Undead which are bound by this spell vary with level as follows:

| *Caster's* | | *Undead Type and Number* | | | | |
|---|---|---|---|---|---|---|
| *Level* | Skeleton | Zombie | Ghoul | Shadow | Wight | Ghast |
| 10th | 2-20 | 2-12 | 1-8 | 1-6 | – | – |
| 13th | 2-24 | 3-18 | 2-12 | 1-12 | 1-4 | – |
| 15th | 3-30 | 2-24 | 3-18 | 2-16 | 1-6 | 1-4 |

*NB:* Only one undead type may be bound per spell cast.

## LOCATE TOMB

Usable by: *Necromancer* Area of Effect: *Special*
Grade: *1* Components: *V, S, M.*
Range: *60ft+10ft/level* Casting Time: *1 turn*
Duration: *1 round/level* Saving Throw: *None*

Essentially the same as the second level Magic-User spell *locate object,* except that it will locate any place of burial within range, provided that either the name of the deceased or the rite under which the funeral ceremonies were conducted is known.

## TRACK

Usable by: *Necromancer* Area of Effect: *Special*
Grade: *3* Components: *V, S.*
Range: *Special* Casting Time: *5 segments*
Duration: *1 turn/2 levels* Saving Throw: *None*

Enables the caster to track undead seen up to one turn prior to using the ability by causing a glowing line to appear to the caster, starting at the place of the last sighting and following subsequent movements.

## RESIST TURNING

Usable by: *Necromancer* Area of Effect: *One recipient*
Grade: *4* Components: *V, S.*
Range: *5ft* Casting Time: *2 rounds*
Duration: *1 turn+1/level* Saving Throw: *None*

When used on a controlled undead being, it gives the recipient a saving throw vs spells to resist counter-turning by a cleric, paladin or necromancer, and where such turning would normally result in destruction, the protected individual will not be destroyed unless the counter-turner is at least 4 levels higher than the caster.

## PROTECTION FROM UNDEAD

Usable by: *Necromancer* Area of Effect: *Recipient*
Grade: *5* Components: *V, S, M.*
Range: *Touch* Casting Time: *4 segments*
Duration: *3rounds/level* Saving Throw: *None*

Produces a protection similar to that afforded by *protection from evil,* preventing bodily contact by undead of any type.

## DELEGATE

Usable by: *Necromancer* Area of Effect: *One recipient*
Grade: *5* Components: *V, S, M.*
Range: *Touch* Casting Time: *1 round*
Duration: *1 turn+1/level* Saving Throw: *None*

Allows the caster to confer on one recipient (who may *not* be undead) the ability to turn and command undead as at the caster's level, whether or not the recipient is normally able to turn undead. In the case of any conflict of orders, the caster's word will prevail. The material components are a sliver of bone and a short length of silver wire.

## WALL AGAINST UNDEAD

Usable by: *Necromancer* Area of Effect: *5ft/level*
Grade: *5* Components: *V, S, M.*
Range: *30ft* Casting Time: *5 segments*
Duration: *5 rounds +1/level* Saving Throw: *None*

Creates a wall of force which cannot be crossed by any undead type, although it has no effect on any other creature. The line of the barrier is traced out in powdered bone.

## OPEN TOMB

Usable by: *Necromancer* Area of Effect: *Special*
Grade: *1* Components: *V, S.*
Range: *0* Casting Time: *2 segments*
Duration: *Instantaneous* Saving Throw: *None*

By means of this ability a Necromancer may open one bolted, barred or otherwise secured tomb, crypt or sarcophagus. This spell cannot neutralise magical closures more powerful than *wizard lock,* nor will it disarm any magical or mechanical traps which might be activated by the opening of the tomb. This ability may only be used to secure access into places of burial.

## SOUL SWITCH

Usable by: *Necromancer* Area of Effect: *Special*
Grade: *5* Components: *V, S.*
Range: *60ft* Casting Time: *3 turns*
Duration: *Permanent* Saving Throw: *Neg*

Mainly used for a form of ritual sacrifice, this ability has the effect of exchanging the consciousnesses of two creatures, commonly a man and a snake. Both victims must save vs fear or become insane as the snake (with the man's consciousness) attempts to stand erect and the man (with the snake's consciousness) writhes and twists on the ground. Victims are normally killed shortly thereafter, but if this is prevented the effects may be cancelled by *remove curse.*

## WALL OF BONES

Usable by: *Necromancer* Area of Effect: *10ft cube/level*
Grade: *5* Components: *V, S, M.*
Range: *80ft* Casting Time: *8 segments*
Duration: *1 turn/level* Saving Throw: *None*

Using this ability creates a wall of tangled, sharp-pointed bone fragments, and is otherwise similar to the 6th level druid spell *wall of thorns.* Magical fire will take 4 turns to clear the barrier, but will not create a *wall of fire* in the process. There is a 5% probability per level of the caster that the bones will be diseased. The material component is a sliver of bone.

## DIMLIFE
### by Jules Lawrence

Usable by: *Necromancer* Area of Effect: *One recipient*
Grade: *5* Components: *V, S.*
Range: *Touch* Casting Time: *7 segments*
Duration: *2 turns/level* Saving Throw: *None*

This ability allows the Necromancer or one other recipient to go into *Dimlife,* a state similar to that created by a *feign death* spell. Although body temperature drops and breathing and heartbeat cease, the creature may otherwise act normally in all respects. While in *Dimlife,* death spells and rays have no effect, cold does half or no damage, but a *haste* spell does 1d6 damage, and a speed potion up to 12d6 according to the quantity drunk. When coming out of *Dimlife,* a System Shock roll is necessary to survive the ordeal.

# NEWS OF THE WORLDS

*What's happening in science fiction and fantasy gaming*

## SOLO CLEAN-UP CAMPAIGN COMPLETE

All the problems in *SoloQuest*, the first of the *RuneQuest* solo adventures from *Chaosium*, have been cleaned up. The revised edition is now available in the UK.

Also newly available are *RuneQuest Character Sheets*. These have been published by *Games Workshop* and come in a pad containing 30 Character sheets for long-term use together with 80 Character Adventure Sheets for keeping tabs on the character during each adventure to save continual alterations to the main sheet.

Also new out from *Games Workshop* are *Dungeon Mapping Sheets*, a pad of specially gridded sheets for drawing up dungeon complexes, designed to be compatible with the *Dungeon Floor Plan* system, and the re-released *Wilderness Hex Sheets* for mapping wilderness campaigns.

## 'BIG ADVANTAGE IN CAST SYSTEM' CLAIM CITADEL

*Citadel Miniatures* will be introducing a revolutionary new casting system within a short time. By mixing arms, shields, heads, and weapons at the casting stage, *Citadel* will be able to create dozens of different variations of each figure. Thus, under the code for, say, fighting man, there will be many different figures from which buyers can choose. This will simplify storage in shops while allowing customers a wider choice of individualised characters and monsters. The system should be in operation within a few months. Shown here are, top row left to right, *Fighting Adventurer* and *Hobgoblin*, and bottom row, *Orc Warlord* and *Goblin Commander*.

## Win a JUDGE DREDD game!

*All you have to do to win the exciting new* Judge Dredd *game is to fill in the bubbles with witty words and send them to:* White Dwarf, *JD Comp, 27/29 Sunbeam Road, London NW10. All entries to be received by 15th December 1982. Only one entry allowed per person. The best entry will win a copy of the* Judge Dredd *game. The editor's decision is final.*

Name: . . . . . .

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. . . . . .

. . . . . .

(Photocopied entries are acceptable.)

## CONTACT PRINTS

*Quest* is a contact service for role-playing gamers in the UK. For a small fee, players can be entered on the register and each quarter they will receive a print-out of other gamers and clubs in their area. Full details are given in the advert elsewhere in the magazine.

## A NEW DIMENSION IN DUNGEONS

A new range of play-aids sees the dungeon going into 3-D. *Otherworld Artifacts* have produced a range of building accessories cast in plaster. The range features flooring, columns, walls, doors that really open, rock formations, stairs and more. The various items can be used to build up a complete 3 dimensional setting for fantasy adventures with miniatures.

## AND NOW FOR SOMETHING COMPLETELY DIFFERENT?

*Heritage* have published a new boxed fantasy role-playing system, *Swordbearer*. The game comprises 5 rule-books, in three separate volumes. The various books are Characters; Fighting; Elemental Magic; Spirit Magic; Racial Index (monsters); and the GameMaster's Guide. The game is currently available in the UK.

## IAN RECEIVES DREADFUL CALL

Ian Livingstone, editor of *White Dwarf* and inventor of the *Judge Dredd* game, was shocked to receive a phone call from Judge Dredd at *Games Workshop*. The call turned out to be from an aggrieved Judge *Dread*, a singer who has been using the name for at least ten years. Dread is a blues singer, well, that is, he sings blue songs, and apparently since the release of the *Judge Dredd* game, he has received many complaints from irate mothers who have taken their children along to see his act believing it to be something to do with the game or comic book character. Well, we guess that's show biz.

## PRISON RELEASE

This month sees the release of two new *Traveller* scenarios from *Games Designers' Workshop* in the UK. *Adventure 8: Prison Planet* details a penal colony designed for law-breaking adventurers and *Double Adventure 6: Divine Intervention/Night of Conquest* which presents players with the choice of faking a message from a deity to help exploit a world ruled by a religious dictator, or finding themselves caught up in an alien invasion of a friendly planet.

## CONCERT CELLIST GUNNED DOWN AT SOCIETY SOIREE

Arthur Overton, reknowned cellist was shot down by a mystery assailant at a cocktail party at his home. Investigations will be conducted by *Gangbusters* players as soon as this *Gangbusters Module (GB2): Murder in Harmony* is released.

Also due for release at the same time is the *AD&D Module WG4: The Forgotten Temple of Tharizdun* by Gary Gygax. The module features several monsters from the *Fiend Folio* which was composed mainly of monsters devised by *White Dwarf* readers.

## NEXT ISSUE

*Look for these exciting new titles in our next fab-filled* White Dwarf.

**********

The City in the Swamp, *a saurian scenario for* AD&D. *Can you fight your way out of a swamp infested with toad-like humanoids?*

*****

Bloodsuckers, *vampires in* AD&D. *Frighten those wimpish players with new, unexpected and unusual vampires!*

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An Introduction to Traveller, Part II: Refereeing Traveller, *plus much more and, of course, all our regular features including new spells in* RuneRites *and the winner of the* Striker Design Competition *in* Starbase.

**********

## CLASSIFIED

*All classified ads must be prepaid at the rate of 10p per word, display ads £3.00 per scc. Please send copy and payment to* White Dwarf, *27/29 Sunbeam Rd, Park Royal, London NW10, making cheques/POs payable to* Games Workshop Ltd.

**For Sale**
*AD&D Player's Handbook, Dungeon Master's Guide, Monster Manual, Gods and Demi-Gods.* Goodcondition: £18ono. Contact: Chris Morris, Belfast 640728.

**Figures**
Detailed hand painted metal fantasy figures. Suitable for games, dioramas etc. From 25mm scale. Dioramas made to order. Price list or 50p sample. Ipswich 622461.

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*DMG, PHB, MM, FF, D&DG, WD15-35, Best of WD Articles + Scenarios, Dragons 54-56, 50, 42, 38* and *Best of Dragon Vol II, World of Greyhawk, Character sheets, Basic D&D, Hex sheets* (A3 & 4), *Top Secret, Apocalypse, Warlock, DM's Screen, Adventure Log,* 40 figures and *Floor Plans, Modules Q1/A4, Boxed Traveller, Traveller Screen, Village Book 2,* assorted dice. All worth £170, will accept £100. Everything in superb condition. Contact Rob Steggles, 01-850-0604, evenings only.

**New Idea**
Lend any of the *T&T* equipment at our low cost of 75p for 14 days at our library. £3 membership. For further details write 236 Kingsway, Huyton, Liverpool.

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It's BIG, it's BOUNCEY, it's *Tempestuous Orifice*!! Just waiting to put the Dung into *Dungeons & Dragons.* A new A5 RPG 'zine which tells you all you ever wanted to know about role-playing but were too afraid to ask. Just send 50p (p&p is included) to Steve Norledge, 75 Hawkhurst Way, W Wickham, Kent.

**Tootha**
'Possibly the best new FRP magazine.' (Baby Christopher,1901). 80p for 20 A4 pages of high quality, good art. Something a bit different. The limited first edition contains *T&T,* fiction, cartoons, a solo game and much more. Cheques/POs to S Sarginson, 92 Church Lane, West Dean, Chichester, West Sussex, PO18 0QY.

**The Fantasy Herald**
Issue three now available. Free *TFH* orc with every copy! Sixty pence or £3.60 per annum. Articles, essays, adventures and reviews. Numbers one and two still available. *Sun Reach Publications,* 44 Candleriggs, Glasgow.

**For Sale**
Over £18 worth of *T&T* equipment – £10. *Quirks, Sorcerers Cave, Mystic Wood, Warlock, Kensington, Mortal Combat, Doctor Who, D&D, Elementary Watson* and more RPGs worth over £70, asking £40 or nearest offer. Superb condition also, 60 metal WWI and WWII ships unpainted £15, Richard, 106 High Street, Liverpool, L15 8JS.

**The Temple of Khaa**
*TFH* one. 60p *Sun Reach Publications,* 44 Candleriggs, Glasgow.

**Who was that masked man?**
*TFH* two. 60p. *Sun Reach Publications,* 44 Candleriggs, Glasgow.

**For Sale**
Fantasy figures, micro tanks. Philip 01-642 8037, after 6.

## HELP!

*Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.*

**FRP Cheltenham**
*AD&D, DQ,* experienced, new to area. Please contact: G Parton, Room 2, Battledown Hospital, Battledown, Cheltenham.

**Game Exchange**
American gamer wishes to exchange games (will also buy or sell). I have wargames, sports games, 'family' games, abstracts etc – all kinds, all companies, old and new. Huge list available on request. H M Levy, Box 197, Eastmeadow, NY 11554, USA.

**Game Faire '83**
The Game Faire is a two-day event taking place on February 26th and 27th at Spokane Falls Community College. There are dorm rooms available and the school's cafeteria will be serving food. Snacks will also be available at a concession booth. The cost of the Game Faire is $6 for a two-day pass or $4 a day. All profits go to the Spokane Guild Schools. For information please contact: Shannon Ahern, Book and Game Company, West 621 Mallon, Spokane, WA 99201, CANADA, (509)-325-3358.

**Leamington Spa**
At last! For information on a fantastic *AD&D* campaign ring or contact: Alex Begg on Leamington Spa 23822. It is for learners and experts, Basic, expert and Advanced 12-14 year olds. Ring me now for details.

**Help!**
Desperately wanted *WD1-15, 21 & 23.* Contact: S A Norton, Westlands Old Farmhouse, Billingshurst Rd, Ashington, West Sussex.

**WD Wanted**
Good prices paid for any of these back issues of *WD1-15, 17, 20-23.* Contact: Guy Osborn, 25 Regents Park Rd, London NW1 or tel: 01 485 7960.

**Wyrms Footnotes**
Rebel leader desperately needs *WF 1-11* (to buy or borrow). Fellow *RuneQuesters* do not ignore this plea. Contact: David (Stone Axe) Walkden at 37 Grove Crescent, Adlington, Nr Chorley, Lancs or phone Adlington 480066.

**FRP Derby**
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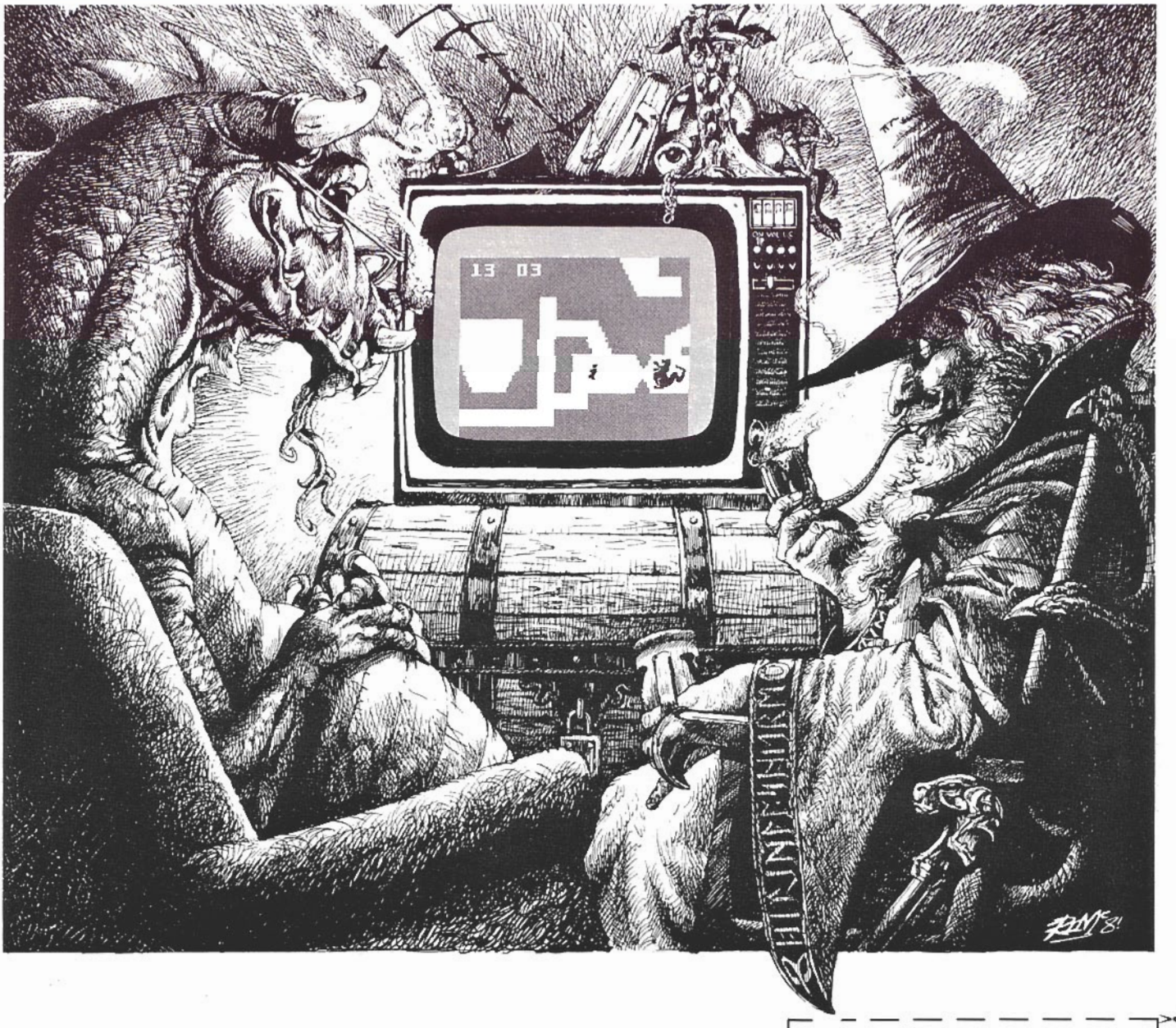


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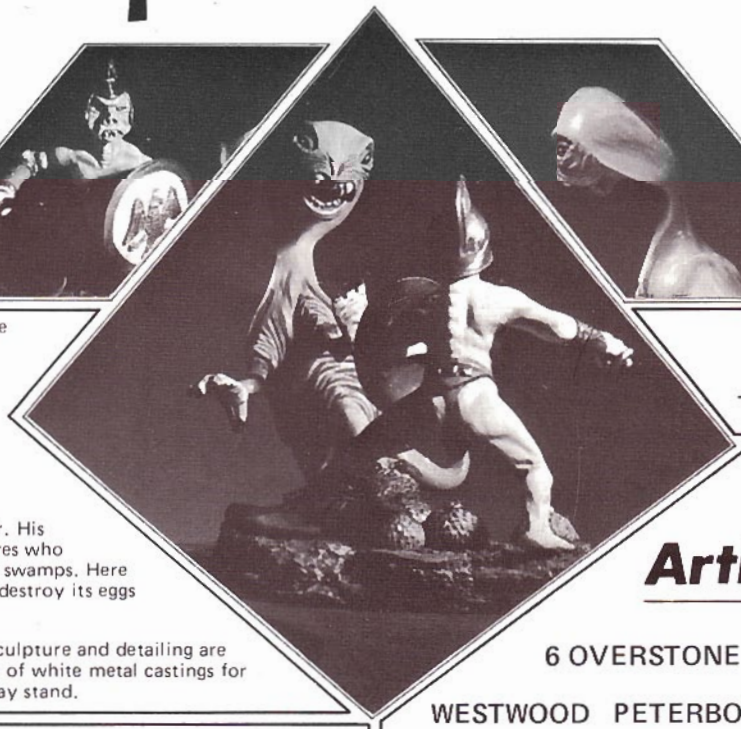

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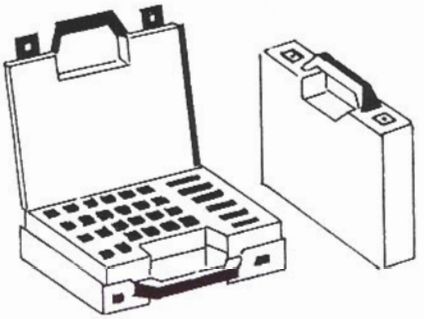

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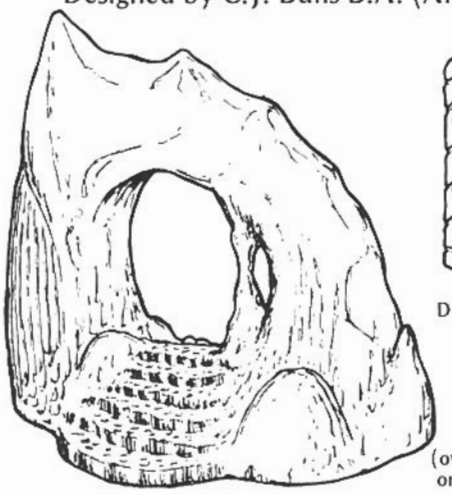

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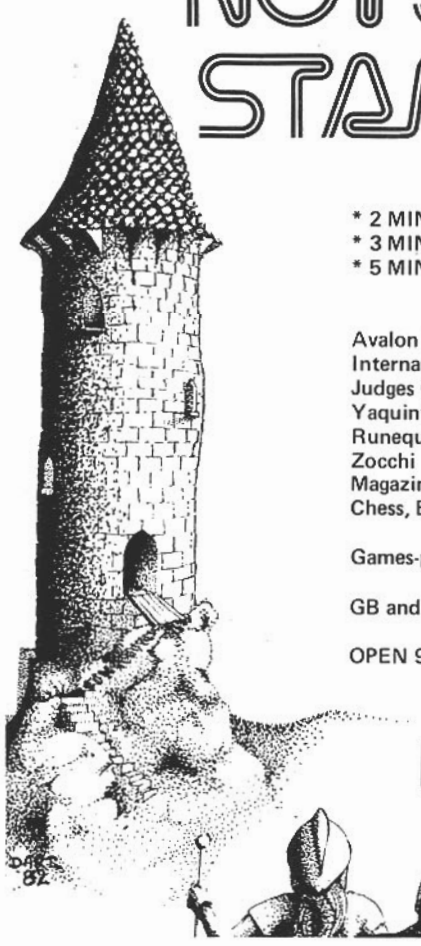

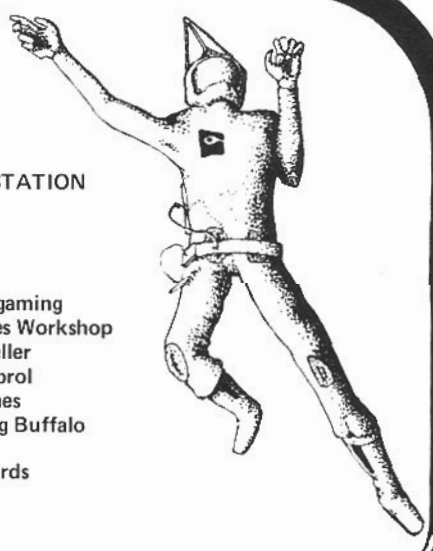

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Having said which it only remains for Carol and me to wish everyone who reads this - and, come to think of it, those who don't: a very

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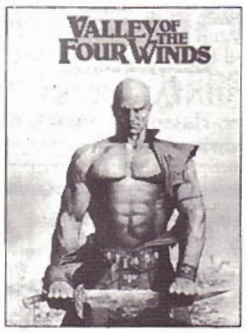


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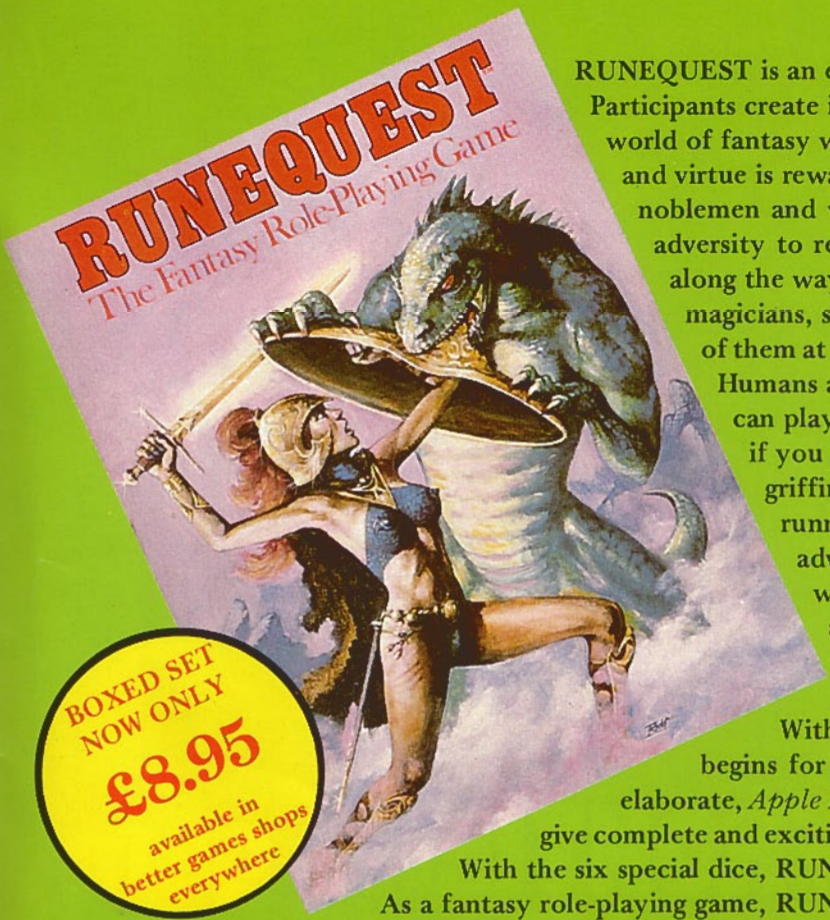


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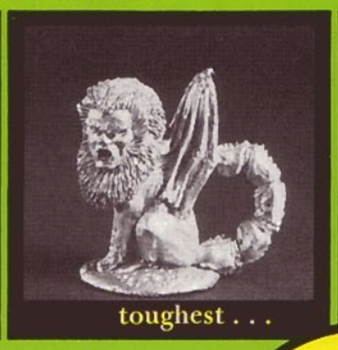
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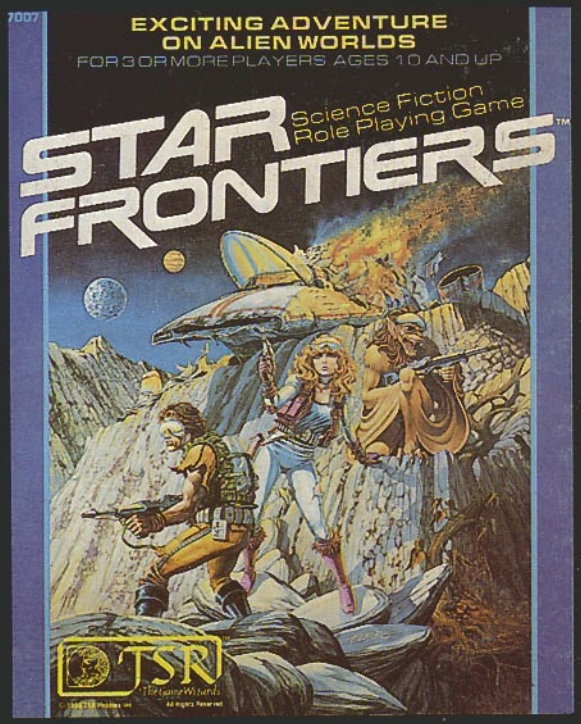


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